Aircraft Flight Test Trajectory Control

P.K.A. Menon and R.A. Walker

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P.K.A. Menon and R.A. Walker Integrated Systems, Inc., 101 University Avenue, Palo Alto, California 94301

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SECTION 1

INTRODUCTION

1.1 BACKGROUND

Flight Test Trajectory Control (FTTC) is an emerging, pilot-aiding technology valuable for improving flight test results and applicable to maneuver control and guidance in a number of contexts. This technique has provided the means for flying maneuvers consistently, precisely, and repeatably from flight to flight. Two versions of these controllers have been used: a closed-loop automatic system and an open-loop system providing manual piloting information. A closed-loop system used to collect performance, pressures, and loads data from the highly maneuverable aircraft technology (HiMAT) vehicle is described in [1]. The application of the open-loop system on the NASA F-111 transonic aircraft technology (TACT), F-15 airframe/propulsion system interaction studies, and F-15 shuttle tiles test programs are given in [2].

Originally, the open-loop flight-test-trajectory guidance algorithms were developed on-line, in a piloted simulation using cut-and-try techniques that were not only man power intensive, but often produced less than optimal controllers. A closed-loop system designed using one-loop-at-a-time classical design approach is documented in [3]. Full-state feedback approach for closed-loop system design using linear quadratic synthesis is described in [4]. Both these approaches have limitations in terms of design methodology and controller complexity.

The work reported in reference [2] and more recent ongoing work have included detailed modeling of all the piloted aircraft subsystems for suitable control law development. This research has identified the maneuver modeling as a significant technology needing further clarification and development. The maneuver modeling aspect of trajectory guidance and control law design will be emphasized here in describing this developing technology.

In the present work, closed loop mechanization is carried out with the pilot in a supervisory role. The thrust here is in four areas

- 1. Maneuver modeling,
- 2. Application of modern linear multivariable synthesis,
- 3. Techniques for the development of reference command and gainscheduled perturbation controllers, and
- 4. Exploratory investigation of the emerging nonlinear system design techniques via prelinearizing transforms.

1.2 SUMMARY OF RESEARCH ACCOMPLISHED

Maneuver modeling for all the given flight test trajectories were successfully carried out. In the present work 64 straight and level trims, 51 level turn trims at a load factor of 2, and 30 level turn trims at a load factor of 4 were employed. A 3-D linear interpolation was employed. Thus a flight condition is characterized by altitude, Mach number and load factor. Linearized aerodynamic coefficients were also stored. This data in conjunction with kinematic and some dynamic equations are then used to generate state and control histories for all the flight test maneuvers.

Two multivariable synthesis techniques were used to obtain output feedback linear perturbation controllers viz.

- 1) Constrained eigenstructure assignment (Shapiro & Andry, 1982)
- 2) Minimum error excitation technique (Kosut, 1970)

Out of these two, the constrained eigenstructure assignment technique was found to be the hardest one to iterate on primarily due to the current lack of understanding of the explicit relationship between eigenvectors and the desired time response. This difficulty, while not crucial in full state feedback design can become an extremely important element in output feedback

design. Due to its high sensitivity to the input eigenvectors, it was discarded after the initial research phase. A paper outlining these issues was presented at the 1985 American Control Conference (see Appendix A). The minimum error excitation suboptimal design was successful and is advocated as the main design approach.

Exploratory research on nonlinear maneuver autopilot synthesis brought out the feasibility of generating the maneuver autopilots by employing singular perturbation theory in conjunction with prelinearizing transforms. The methodology is outlined, though the controllers have not been worked out. A simple example problem to serve as an illustrative example is given in Appendix B. This technique appears to hold considerable promise and will be further pursued in future research.

The designs obtained were scheduled as functions of Mach number and load factor and were tested on a linear simulation. The performance has been found satisfactory within the validity of the linear model assumptions. In the next phase these designs will be tested on a nonlinear simulation of the F-15 aircraft.

1.3 STUDY RESULTS

Results from this work fall into four categories, (1) control design technique evaluations, (2) specific control analysis and design, (3) software developments for control law mechanization, and (4) specific control law validations. The various deliverables in these areas are:

- 1) For control design technique evaluations
 - a) A paper evaluating the eigenstructure assignment technique [6]
 - b) An assessment and extension of the nonlinear prelinearizing control technique [7], and demonstration on a simple example. (See Appendix B)

- 2) For control analysis and design
 - a) Development and clarification of maneuver modeling equations beyond the analysis in references [4, 10].
 - b) Condensation of the F-15 aircraft nonlinear characteristics to a table of reference states and controls via nonlinear simulation trim values at approximately 145 conditions on the flight envelope.
 - c) Decomposition of the 8 maneuvers over the flight envelope into 30 linear perturbation models (15 with fixed throttle and 15 with variable thrust).
 - d) Solution of 30 output feedback gains which can be used with the 30 linear perturbation models to simulate maneuvers throughout the envelope.
- 3) For software developments
 - a) Extensions to Integrated Systems, Inc. (ISI's) MATRIX SYSTEM BUILD package including a linear time varying FORTRAN block to give a generic linear time varying simulation capability (such a capability can be easily mechanized to model linear time-varying simulations of engine and aircraft dynamics, for example).
 - b) Development of a three-dimensional interpolation program which converts table look-ups in altitude, Mach, and load factor to a one-dimensional table look-up with respect to time for a specific maneuver,
 - c) Documented command files Aircraft-CAS model building and Maneuver Auto Pilot (MAP) design in the MATRIX language for the model generation, control law design, and Simulation validation process, and
- 4) Demonstration of the maneuver autopilot validations in a linear simulation.

The linear control laws developed in this work are now ready for validation on a nonlinear batch simulation. With suitable algebraic equation manipulation, the nonlinear control laws can also be mechanized on a nonlinear simulation.

1.4 REPORT ORGANIZATION

Section 2 describes the aircraft and command augmentation system (CAS) models, the choice of outputs useful for feedback and the procedure for obtaining linear models. Section 3 specifies the flight test maneuvers analyzed in terms of the maneuver objective and how that objective can be reduced to a set of equations which constrain a required set of outputs. Section 4 outlines the linear techniques evaluated and used for the design of perturbation feedback controllers as well as the nonlinear tracking feedback controller. Section 5 reviews the linear simulation mechanization and discusses the demonstration results for the eight required maneuvers. Conclusions are given in Section 6. The appendices describe in detail the issues in linear time-varying simulation, the evaluation of constrained eigenstructure assignment and the output error feedback controller designs, and nonlinear tracking control via prelinearizing transformations.

SECTION 2 AIRCRAFT AND COMMAND AUGMENTATION SYSTEM (CAS) MODELS

This section reviews the overall linear system model used to both develop and validate the linear perturbation control laws. Figure 2-1 below shows the design process used.

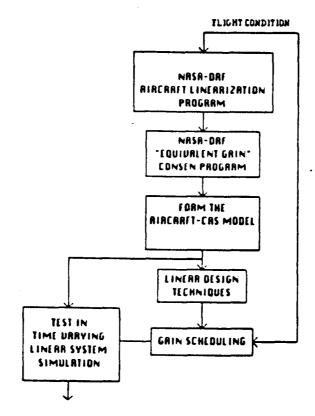


Figure 2-1. Use of Linear System Flight Test Trajectory Model

The rest of the section describes the airframe, engine, and command augmentation (CAS) models and how they are integrated into the overall linear design and evaluation model.

2.1 AIRCRAFT MODEL

As shown in Figure 2-1, the airframe model was obtained from the NASA Ames Dryden Flight Research Facility (ADFRF) LINEAR Program [11], yielding the aircraft model in the standard form

$$\dot{x} = Ax + Bu$$
,

$$y = Hx + Fu$$

where

$$\mathbf{x}^{\mathrm{T}}$$
: [6V, $\delta \alpha$, δq , $\delta \theta$, $\delta \beta$, δp , δr , $\delta \phi$, δn],

$$y^{T}$$
: $[\delta \dot{p}, \delta A_{n}, \delta q, \delta \dot{q}, \delta p, \delta A_{ny,i}, \delta \dot{r}, \delta r, \delta M, \delta \alpha, \delta \gamma, \delta \phi, \delta \beta].$

The first nine outputs are required in the linearized CAS model.

2.2 ENGINE MODEL

An engine model of the form

was assumed. However, since this lag can be compensated for with a simple lead-lag compensator, the problem of a slow engine time constant was not

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included in the overall design, assuming exact cancellation. The actual residual due to mismodeling can best be addressed with the nonlinear simulation. Figure 2-2 below shows the overall mechanization including the CAS states described next.

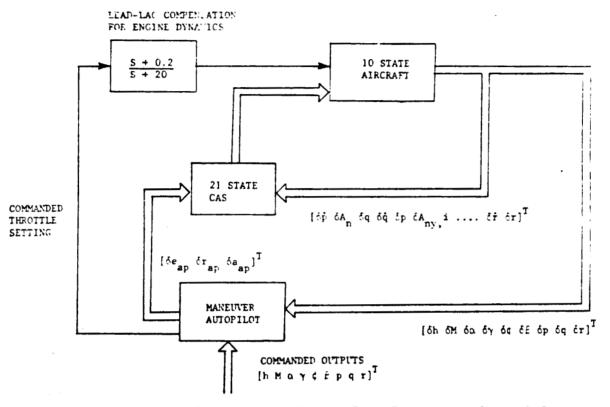


Figure 2-2. Linear Perturbation Flight Test Trajectory Control System

2.3 COMMAND AUGMENTATION SYSTEM (CAS) MODEL

The CAS model is highly nonlinear with gain schedules and multiplicative and saturation nonlinearities. This was linearized with a gross linearization and an "equivalent gain" for the multiplicative nonlinearities determined by the NASA ADFRF CONSEN program. The CONSEN program simulates the actual CAS for several time steps at a given flight condition. When all the transients have decayed, the ratio of inputs and outputs are then used to compute the equivalent gains.

The CAS system has no access to ailerons in the aircraft under consideration and hence, all the flight test maneuvers will be accomplished using throttle, elevator, rudder and differential tail. The maneuver autopilot outputs will be connected to the existing autopilot interface in the CAS, as shown in Figures 2-3 through 2-5.

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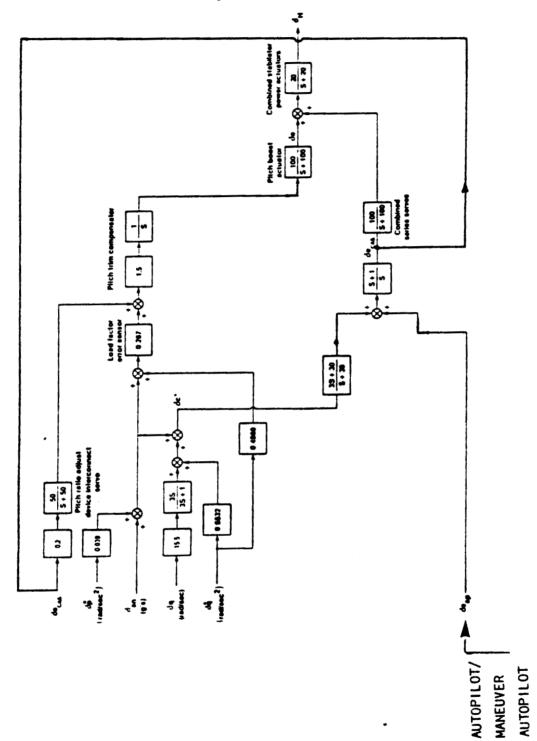
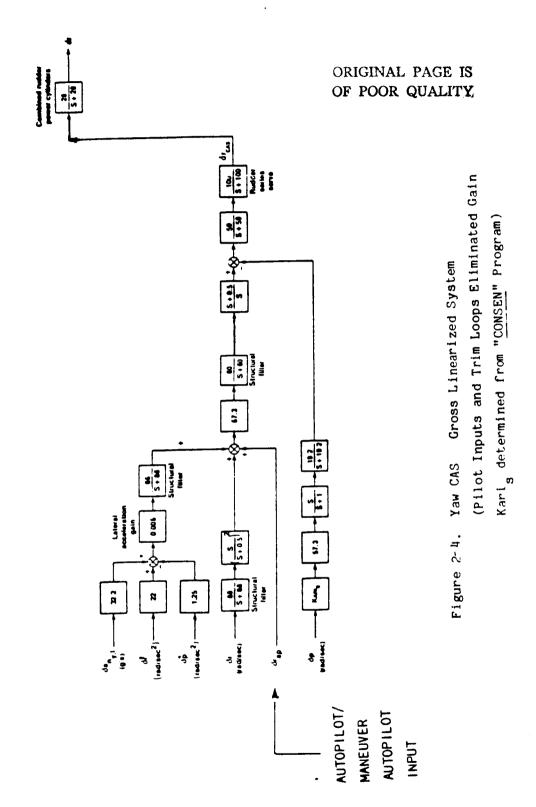


Figure 2-3. Pitch CAS - Gross Linearized System (Pilot Imputs and Trum Loops Eliminated)



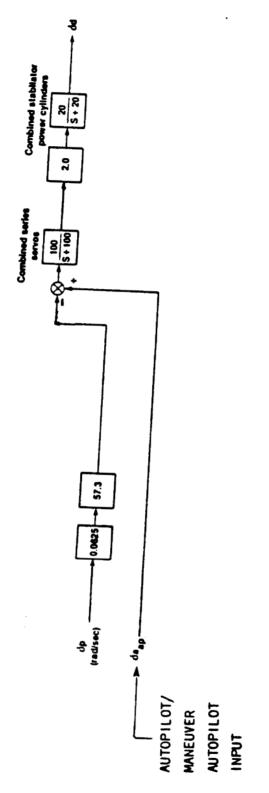


Figure 2-5. Roll CAS Gross Linearized System (Pilot Inputs and Trim Loops Eliminated)

2.4 LINEAR MODEL SUMMARY

The overall linear model has nine aircraft states, one engine state, and twenty-one CAS states. The outputs to be used in the maneuver autopilot, for all maneuvers, are

$$y^{T}$$
 = [8h, 6M, 8a, 8Y, 8\phi, 8\beta, 8p, 8q, 8r].

Selection of these quantities for feedback are primarily dictated by the various flight test maneuvers to be executed. Thus, the altitude, Mach number and the angle of attack are to be either regulated about reference values or should be made to follow desired command histories. The choice of roll attitude feedback arises from a requirement to maintain wings level along symmetric flight test trajectories. In nonsymmetric flight test maneuvers, desired load factors can be sustained by an appropriate roll attitude command. For all flight test maneuvers, the angle of sideslip needs to be regulated about zero; this prompts the use of ß feedback. An output feedback controller is envisaged in the present development. Since most output feedback synthesis approaches do not guarantee stability, it is decided to incorporate derivative feedbacks for as many output variables as feasible. This led to the selection of the body rates p. q. r to serve as derivative feedbacks for angle of attack, angle of sideslip and the roll attitude. The Mach number and the flight path angle serve as derivative feedbacks for altitude. Since most flight test maneuvers require angle of attack tracking, an integral feedback is incorporated in the angle of attack channel. While executing nonsymmetric flight test maneuvers, the roll attitude can sometimes be very close to 90°. At these conditions, small perturbations in the roll attitude can induce major changes in altitude and other states. Hence in order to provide a tight roll attitude control, two integral feedbacks are introduced for the roll attitude ϕ .

SECTION 3 MANEUVER MODELING

The desired trajectory or maneuver to be modeled governs the subsequent control law development in two ways. First, the maneuver prescribes the equations of motion of the vehicle on the reference trajectory and secondly the maneuver regimes determine the linear perturbation equations about the commanded trajectory from which the linear control law is developed.

Aircraft flight test trajectories could be based on inertial reference (e.g., level-turn or 3-D guidance) or reference with respect to another vehicle or vehicles (e.g., in air-to-air combat). To place the flight test trajectory control design problem in a proper framework, the constraints which determine the equations of motion for various large classes of trajectories are described below.

The subsections which follow give a general overview of maneuver modeling and the descriptions of the specified maneuvers analyzed in this work.

3.1 MANEUVER MODELING OVERVIEW

We divide single vehicle flight paths into those which require continuous control along the trajectory and those that specify a final flight condition. In either case the flight test trajectory could be specified in terms of one of the following:

- 1. Constraints on position components,
- 2. Constraints on velocity components and altitude,
- 3. Constraints on combinations of load, speed and altitude.

Combinations of these constraints could also be considered. The flight test maneuvers discussed in this report belong to the second and third categories. Reference [4] gives some early results in flight test trajectory modeling.

3.1.1 Constraints on Position Components

Examples of trajectories which involve position constraints along the flight path are

- 1. 4-D guidance (x(t), y(t), h(t)) are given functions of time).
- 2. 3-D guidance (x, y, h are related to each other, e.g., fly along a hypothetical wire in space). Examples of 3-D guidance are approach to landing, terminal area flight paths and threat evasion for reconnaissance aircraft and bombers. This also includes straight and level flight and flights along predetermined paths.

Examples of trajectories which specify position constraints at the final trajectory point are:

- 4-D specification (arrive at a certain point, at a certain time, e.g., touchdown on the runway at a specified point).
- 2. 3-D specification (fly-to-VOR, terrain following).

Note that each of these trajectories requires position measurement. The 4-D guidance trajectory indirectly specifies velocity and acceleration components. Thus, specification of position components is the most comprehensive constraint on the trajectory. Such a rigid constraint may be unnecessary for most test maneuvers.

3.1.2 Constraints on Velocity Components and Altitude

While the horizontal position components do not, in general, affect aerodynamic variables, the altitude determines density and by itself affects dynamic pressure. Thus, it must always be considered as a possible variable

to be constrained. In fact, the altitude and dynamic pressure are so important that a majority of flight test trajectories will define the altitude profile (this includes maintaining constant altitude).

Examples of this class of trajectories are:

- 1. u(t), v(t), w(t) and h(t) [in other words, Mach number, dynamic pressure, $\beta(t)$ and $\alpha(t)$.] $\beta(t)$ may be zero.
- 2. Mach number, angle-of-attack and dynamic pressure (as in shuttle tile tests).

Various other combinations of velocity components and altitudes could also be specified.

Mach number, angle-of-attack and altitude constraints could also be desired at one point on the trajectory. For example, the zoom-and-pushover is a trajectory where angle-of-attack, Mach number and altitude are specified at one point on the trajectory.

3.1.3 Constraints on Combinations of Load, Speed and Altitude

The trajectory specifications could involve components of loads along the three axes, velocity components and altitude. The typical load specification will consist of desired vertical acceleration. The desired value of the lateral acceleration is usually zero. The total speed is often specified in lieu of the fore-and-aft acceleration.

Many combinations of load, speed and altitude specifications are possible. Some examples are as follows:

- 1. A constant load, constant Mach number level turn,
- 2. A constant Mach number, constant altitude windup turn.

Often, the desired flight trajectory for an aircraft depends upon the position and flight test trajectory of other vehicles. Typical examples are collision avoidance, air combat, or avoidance of air-to-air missiles. The specification is typically based on the position of a target aircraft with respect to the aircraft whose trajectory is being controlled.

The next section gives a specific objectives and their analytical development for each of the maneuvers for which autopilots were designed.

3.2 MANEUVER MODELING

To summarize, the objective of maneuver modeling is to generate a consistent set-of state and control histories to serve as commands and open loop controls for the maneuver autopilot using a data base consisting of trim conditions. Two sets of trims have been found adequate for all the maneuvers discussed here, viz, straight and level trims and level turn trims. To the extent feasible, kinematic relationships are employed to generate the state-control histories. Whenever this is not possible, linearized aerodynamics and engine models are used. Note that the following development is not restricted a particular aircraft.

The commands and the open loop controls consist of:

Commands: Altitude, Mach number, angle-of-attack, flight path angle, roll attitude, angle of side slip, roll-pitch-yaw body rates.

Openloop Controls: Throttle, elevator, rudder and differential tail.

In the following, the maneuver modeling for individual flight test trajectories will be discussed in detail. It is important to note that all these maneuvers assume zero sideslip.

3.2.1 Transient Trajectory

The objective of this maneuver is to transfer an aircraft flying straight and level at a Mach-altitude pair to another Mach-altitude pair at a desired flight path angle. This maneuver is normally employed as the initial-terminal transient to other flight test maneuvers and hence the name.

The simplest way to mechanize this maneuver to assume a cubic polynomial in time for the altitude. Thus,

$$h = h_o + a_1 t + a_2 t^2 + a_3 t^3; t_o \le t \le t_f$$
 (3.1)

from which

$$h = a_1 + 2a_2t + 3a_3t$$
 (3.2)

The requirement for a cubic polynomial arises from the constraints that one wishes to place at the two ends, i.e., initial and final altitudes are specified along with altitude rates at the two boundaries. To simplify the development, constant acceleration along the flight path is assumed next, viz,

$$V = V_o + \dot{V}t, \qquad (3.3)$$

where

 $\dot{V} = \frac{V_f - V_o}{t_f}$, V_f is the specified final speed and t_f , the final time.

The flight path angle is readily computed from

$$Y = \sin^{-1} \left(\frac{h}{V}\right)$$

As noted elsewhere, a data base consisting of straight and level trims at several Mach-altitude pairs are available.

Assuming that the path angle is small, such that

Lift≃ weight

along this maneuver, the angle of attack history can be generated by linearly interpolating between stored straight and level trim data at the Mach number - altitude given by the equations (3.1) and (3.3). Since the angle of attack will be close to the straight and level trim values, the aerodynamic surface setting at these trims can be used to generate approximate open loop control settings. Assuming next that under these conditions, the actual drag is close to the trim values, the required thrust may be computed as follows.

Assuming that the aircraft thrust is aligned with the vehicle longitudinal axis, the acceleration along the flight path for symmetric flight is given by

$$\dot{V} = \frac{T\cos\alpha_{trim}^{-D}}{m} - g\sin\gamma \tag{3.4}$$

In the expression (3.4), T is the thrust, Y flight path angle, α the angle of attack, D the aerodynamic drag, m the aircraft mass and V the velocity along the flight path. In order to compute the required thrust, the equation (3.4) can be manipulated to the form given below

$$T = \frac{(\dot{V} + gsinY)m + D}{\cos \alpha_{trim}}$$
 (3.5)

To compute the throttle setting, a linear thrust-throttle characteristic will be assumed. Thus,

$$T_{\text{max}} = \frac{T_{\text{trim}}}{n_{\text{trim}}}, \qquad (3.6)$$

 η_{trim} is the straight and level throttle setting and T_{max} is the thrust corresponding to maximum throttle setting.

$$\eta_{\text{actual}} = T/T_{\text{max}}$$
(3.7)

During this maneuver, one expects the body rates to be small. Consequently, the commanded values of these quantities are zero.

If the throttle setting emerging from this analysis is greater than the maximum or less than the minimum, it indicates that the assumed time of flight for the maneuver is unrealistic or that the model is inadequate or both. This quantity has then to be changed appropriately to make the maneuver feasible.

3.2.2 Level Acceleration/Deceleration

This is a wings level, constant altitude maneuver with Mach number constant or changing at a specified rate. The maneuver modeling for this trajectory is essentially a subset of the trajectory 3.2.1. Putting $a_1=a_2=a_3=0$ in (3.1) results in

$$h = h_o$$
, constant
 $Y = 0$, constant (3.8)

and $V = V_o + \dot{V}t$, with \dot{V} specified.

The required thrust and the corresponding throttle can be computed as in 3.2.1. The open loop control surface settings and the other commands are linearly interpolated from the straight and level trim data base.

3.2.3 Pushover, Pullup

This is a wings level, constant Mach number maneuver in which the angle of attack is varied a specified increment about the trim value at some specified rate. The maneuver is shown in Fig. 3.1. The corresponding angle of attack history is given in Fig. 3.2.

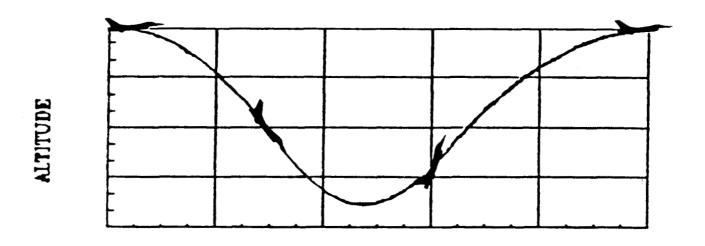


Figure 3.1. Pushover - Pullup Flight Test Trajectory.

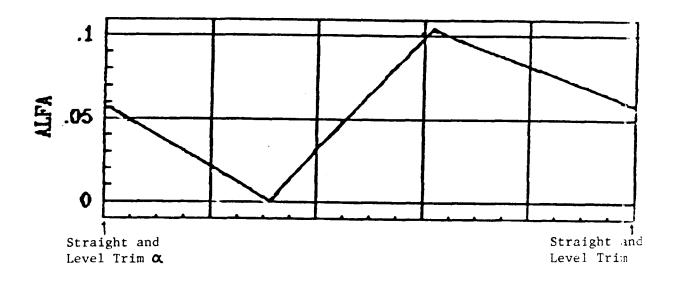


Figure 3.2. Angle of Attack History Along the Pushover - Pullup Flight Test Trajectory.

The maneuver modeling for this flight test trajectory uses the assumption that pitch rate is close to zero. Since the aircraft is in symmetric flight, the flight path angle Y can be calculated as the difference between the pitch attitude and θ and the angle of attack α . Thus

$$Y = \theta - \alpha, \tag{3.9}$$

and α is specified as a function of time, the flight path angle can be computed. Now,

$$\dot{\mathbf{h}} = \mathbf{V}\mathbf{sin}\mathbf{Y} = \mathbf{MC}\mathbf{Sin}\mathbf{Y}$$
 (3.10)

where C is the speed of sound specified as a function of altitude h and M is the desired Mach number. Equation (3.10) can be analytically or numerically integrated to yield the altitude history. The throttle setting may be computed from the following equations.

Since Mach number is to remain constant throughout the maneuver, one can differentiate the expression for Mach number $(M=\frac{V}{C})$ with respect to time and equate to zero to obtain

$$\frac{\dot{\mathbf{v}}}{C} - \frac{\mathbf{v}}{C^2} \frac{\partial \mathbf{c}}{\partial \mathbf{h}} \dot{\mathbf{h}} = 0 \tag{3.11}$$

substituting for h from (3.10), one has

$$\dot{V} = \frac{V^2}{C} \frac{\partial c}{\partial h} \sin \gamma \tag{3.12}$$

Equating expressions (3.12) and (3.4), one has

$$\frac{V^2}{C} \frac{\partial c}{\partial h} \sin \gamma = \frac{T \cos \alpha - D}{m} - g \sin \gamma$$
 (3.13)

From which

$$T = \left[\frac{V^2}{C} \frac{\partial c}{\partial h} + g\right] \frac{m \sin \gamma}{C \cos \alpha} + \frac{D}{C \cos \alpha}$$
 (3.14)

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The drag at the commanded angle of attack can be computed from linearized drag coefficient specified as a function of α , the dynamic pressure and the reference area. As before, the linear throttle assumption is invoked to compute the throttle setting.

$$\eta_{\text{actual}} = T \cdot \frac{\eta_{\text{trim}}}{T_{\text{trim}}}$$
 (3.15)

3.2.4 Zoom and Pushover

The zoom and pushover is a wings-level, thrust stabilized less than 'g maneuver. The flight trajectory is a parabolic path with the target Mach/altitude/angle of attack point at the apex. An illustration of the zoom and pushover flight test trajectory is given in Fig. 3.3. The maneuver begins at 0 with straight and level flight conditions. A transient-maneuver is performed to transfer the aircraft to the point A with all controls active. At the point A, the throttle is fixed at a predetermined value and the aircraft executes the zoom and pushover trajectory. At the point B, the thrust control is reinstated and a transient trajectory transfers the aircraft back to straight and level flight conditions at point C.

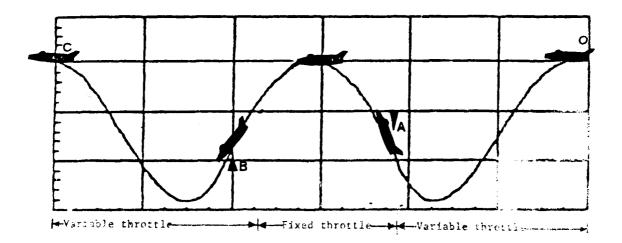


Figure (1.) — 1905 and Pashiver Par $m{g}$ ic Test " — employ

This is perhaps the most complicated of all the symmetric flight test maneuvers. This flight test trajectory consists of three phases. In the first phase, the aircraft is transferred from its straight and level flight condition to the beginning of the parabolic flight path. The second phase is the required zoom and pushover maneuver followed by the third phase which brings the aircraft back to its original straight and level flight conditions. The first and third phase maneuvers are essentially transients and the maneuver modeling discussed in 3.2.1 is directly applicable. The second phase will be analyzed in this section.

A parabolic flight path has the following properties

- 1. Horizontal acceleration is zero
- 2. Vertical acceleration is constant
- Total energy is constant.

Since the apex speed is specified, say $\mathbf{V}_{\mathbf{T}}$, one has

$$\dot{x}$$
 = VcosY = constant = V_T

Here, x is the down range. Note that since the aircraft is in symmetric flight, the cross range is zero. Thus,

$$\Upsilon = \pm \cos^{-1} \left[\frac{V_T}{V} \right] \tag{3.16}$$

a positive or negative sign has to be chosen based on whether the aircraft is flying towards the apex or away from it.

From the given apex speed, angle of attack and altitude, the lift and drag can be computed using the straight and level trims data base using

linearized aerodynamic coefficients. From constant energy property, one has, at the apex of the parabola,

$$TCos_{\mathbf{T}} = D \tag{3.17}$$

From which, the throttle setting at the apex can be computed as follows

$$\eta_{\text{actual}} = T \cdot \frac{\eta_{\text{trim}}}{T_{\text{trim}}}$$
 (3.18)

with lift and thrust, the vertical acceleration at the apex can be computed. Thus

$$\frac{T\sin\alpha_T + L}{m} - g = g_a \tag{3.19}$$

Note that \mathbf{g}_a should be a negative quantity, numerically less than the acceleration due to gravity \mathbf{g} . The acceleration \mathbf{g}_a has to remain constant through the parabolic path. To summarize, the aircraft trajectory approximates the path of a projectile in a uniform conservative force field. The total energy of the aircraft in this field is given by

$$E = h + \frac{V^2}{-2g_a} = constant$$
 (3.20)

Expression (3.20) can be used to compute the speed along the parabolic path, given the altitude.

Next, given the altitude at which the parabola is to begin, and perhaps end, one can write

$$h = h_o + \dot{h}_o t + \frac{g_a}{2} t^2$$
 (3.21)

with \dot{h}_{o} computed using the following relations.

$$V_o = \sqrt{-2g_a(E-h_o)}$$

$$Y_{\circ} = \cos^{-1}\left[\frac{V_{T}}{V_{0}}\right]$$

and

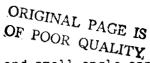
$$\dot{h}_o = V_o \sin Y_o$$
 (3.22)

The time of flight on this parabola is easily computed with equation (3.21) in the general case or with the following equation if the zoom and pushover parabola is symmetric about its axis.

$$t_{f} = \frac{2}{-g_{a}} \sqrt{(V_{o}^{2} - V_{T}^{2})}$$
 (3.23)

Note that the throttle is to remain fixed at the value given by the equation (3.18). The angle of attack throughout the parabolic path is computed from

$$\frac{T \cdot \alpha + L_o + L_\alpha}{m} - g \cos \gamma = g_a$$
 (3.24)



with T = T • n and small angle approximation for α has been used.

The open loop control surface settings are assumed to be the interpolated values from the straight and level trim data base.

3.2.5 Excess Thrust Windup Turn

This is a maneuver with angle of attack linearly increasing from the wings-level trim condition to some specified final value at a specified rate. The maneuver is performed at constant altitude and constant Mach number. A schematic figure of this maneuver is shown in Fig. 3.4.

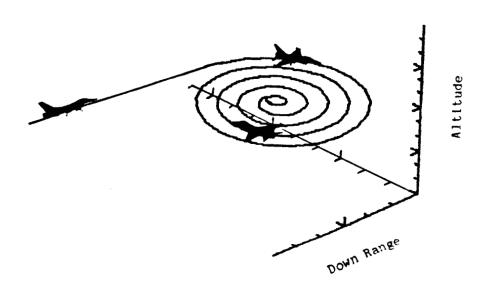


Figure 3.4. Excess Thrust Windup Turn Flight Test Trajectory.

As mentioned elsewhere in this report, the trim data base consists of straight and level trims at several Mach-altitude pairs along with level

turns at several Mach-altitude-load factor conditions. Since excess thrust windup turn can be considered to consist of several level turn trim conditions appropriately pieced together, this maneuver model is merely a 3-Dimensional interpolation using the trim data base.

3.2.6 Constant Throttle Windup Turn

This is a maneuver with angle of attack increasing linearly at a specified rate from trim to some specified final value. The maneuver is performed at a predetermined, constant thrust level. Mach number is maintained by trading potential for kinetic energy via an appropriate altitude rate.

Since Mach number is constant, one can write as in equation (3.12)

$$\dot{V} = \frac{V^2}{C} \frac{\partial C}{\partial h} \sin \gamma$$
 (3.25)

Further, since the altitude, Mach number and angle of attack at the initial point are known, one can compute

$$T_{\text{max}} = T_{\text{trim}} / \eta_{\text{trim}}$$
 (3.26)

from the trim data base. Let the throttle be fixed at a value $n_{\rm R}$. Thus, the actual thrust

$$T_{R} = T_{\text{max}} \cdot \eta_{R} \tag{3.27}$$

If the actual thrust T_R is greater than that required for level turn at the given Mach-altitude-angle of attack condition, the Mach number can be maintained constant only by a positive altitude rate. The reverse applies whenever T_R is less than T_{trim} . Let the excess thrust over the level turn trim be

$$\Delta T = T_{R} - T_{trim}$$
 (3.28)

Now, one has

$$\frac{V^2}{C} \frac{\partial c}{\partial h} \sin \gamma = \frac{\Delta T \cdot Cos\alpha}{m} - g \sin \gamma \qquad (3.29)$$

from which,

$$\gamma = \sin^{-1} \left[\frac{\Delta T \cos \alpha}{m \left(\frac{V^2}{C} \frac{\partial c}{\partial h} + g \right)} \right]$$
 (3.30)

Also,

The expression (3.31) can be numerically integrated over one step to obtain the new altitude. The calculations may be repeated as many times as one wishes to obtain the trajectory. It is important to begin this trajectory at a high-g turn, since fixing the throttle at a straight and level condition can result in an initial acceleration or a high path angle climb/descent. Hence, in order to avoid confusion, this maneuver requires an initial and terminal maneuver. Thus three phases are required to execute this maneuver.

- 1. A trajectory beginning at straight and level flight at the desired Mach-altitude pair and ending at a high-g level turn with all control surfaces and throttle active.
- 2. Constant thrust windup trajectory.
- 3. Terminal maneuver at constant altitude transferring the vehicle from the level turn at constant thrust conditions to straight and level flight.

A typical constant thrust windup turn trajectory is given in Fig. 3.5.

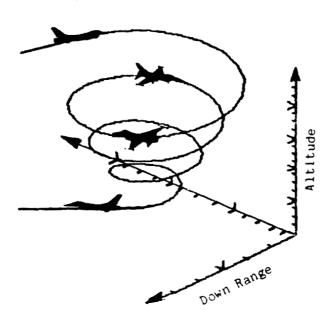


Figure 3.5. Constant Thrust Windup Turn Trajectory Descending Flight.

3.2.7 Constant Dynamic Pressure and Constant Load Factor Trajectory

This maneuver is initiated at a predetermined load factor, Mach number, and dynamic pressure. Thus, the initiation of this maneuver is not necessarily the wings-level condition. This maneuver can be either an ascending or descending at a specified Mach number rate. Dynamic pressure and load factor are held constant throughout the maneuver. Altitude is gained or lost to maintain dynamic pressure with changing Mach number.

As in the maneuver 3.2.6, this trajectory also requires three phases. The first is a level turn to achieve the required load factor from straight and level flight at the desired Mach-altitude pair. The third phase restores the aircraft to straight and level flight at the final Mach-altitude condition. Both these maneuvers can be constructed by interpolating between the stored trim data points at the current Mach-altitude-load factor conditions. In the following we shall discuss the constant dynamic pressure-constant load factor trajectory modeling. Note that this development does not depend explicitly on the load factor. Thus, this model is valid for all load factors including a constant unity load factor, wings level, constant dynamic pressure trajectory.

The dynamic pressure, Q is given by

$$Q = \frac{1}{2} \rho(h) \cdot V^2$$
 (3.32)

Differentiating the expression (3.32) with respect to time and using the altitude rate equation, with \dot{Q} = 0, one has

$$\frac{1}{2} \frac{\partial \rho}{\partial h} V^3 \sin \Upsilon + \rho(h) \dot{V} = 0$$

or

$$\dot{V} = -\frac{1}{2\rho} \frac{\partial \rho}{\partial h} V^2 \sin \gamma \tag{3.33}$$

Since the Mach number is given by

$$M = V/C(h)$$
,

in order to maintain a desired Mach rate, one must have

$$\dot{M} = \frac{\dot{V}}{C} - \frac{V^2}{C^2} \frac{\partial c}{\partial h} \sin \gamma$$

from which

$$\dot{V} = \dot{M}C + \frac{V^2}{C} \frac{\partial c}{\partial h} \sin \gamma$$
 (3.34)

Equating the expressions (3.33) and (3.34), one has

$$\Upsilon = \sin^{-1} \left[\frac{-\dot{M} c}{(\frac{1}{2\rho} \frac{\partial \rho}{\partial h} + \frac{1}{c} \frac{\partial c}{\partial h})V^2} \right]$$
(3.35)

There are two important conclusions that can be drawn from the expression (3.35)

- 1. Since $\frac{\partial \rho}{\partial h}$ and $\frac{\partial c}{\partial h}$ are negative (density and speed of sound decrease with increasing altitude), a positive \mathring{M} will result in a climbing trajectory while a negative \mathring{M} will yield a descending path.
- 2. This maneuver cannot be flown at altitudes where $\frac{\partial \rho}{\partial h}$ and $\frac{\partial c}{\partial h}$ are nearly zero unless the desired Mach rate is also zero.

As before, the altitude rate equation

$$h = V \sin Y$$
 (3.36)

may be numerically integrated over a small time step to obtain the new altitude. The actual throttle setting is again computed from the level turn trim thrust and throttle setting at the current Mach-altitude-load factor as follows.

$$T_{\text{max}} = T_{\text{trim}} / \eta_{\text{trim}}$$
 (3.37)

$$T = \left[g - \frac{1}{2\rho} \frac{\partial \rho}{\partial h} V^{2}\right] \frac{m \sin \gamma}{C \cos \alpha} + \frac{D}{C \cos \alpha}$$
 (3.38)

$$\eta_{\text{actual}} = T/T_{\text{max}}$$
 (3.39)

The angle of attack and drag in the expression (3.38) are the interpolated values from the trim data base at the current Mach-altitude-load factor.

The Mach number as a function of time is obtained from

$$M = M_0 + Mt \tag{3.40}$$

The command body rates and open loop control surface deflections are again the interpolated values from the trim data base.

3.2.8 Constant Reynolds Number and Constant Load Factor Trajectory

This maneuver is initiated at a predetermined load factor, Mach number and Reynolds number. Thus, the initiation of this maneuver is not necessarily the wings-level condition. This maneuver can be either ascending or descending at a specified Mach number rate. Reynolds number and load factor are held constant throughout the maneuver. Altitude is gained or lost to maintain Reynolds number with changing Mach number.

This maneuver model is different from 3.2.7 only in the way that one computes the flight path angle and the throttle setting. Hence only these two aspects will be discussed in the following. As in maneuver 3.2.7, the modeling does not depend explicitly on the load factor. Consequently, the following development is valid for all load factors including a wings level, unity load factor - Constant Reynold's number trajectory.

The Reynold's number, Re is given by

Re =
$$\frac{VD\rho(h)}{\mu(h)}$$
, where μ is the Viscosity of atmosphere (3.41)

Differentiating the expression (3.41) with respect to time and using the altitude rate equation, with $\hat{R}e = 0$; one has

$$\dot{V} = \left(\frac{1}{\mu} \frac{\partial \mu}{\partial h} - \frac{1}{\rho} \frac{\partial \rho}{\partial h}\right) V^2 \sin\gamma \tag{3.42}$$

Equating the expression (3.42) to equation (3.34),

$$\Upsilon = \sin^{-1} \left[\frac{\dot{M}C}{(\frac{1}{\mu} \frac{\partial \mu}{\partial h} - \frac{1}{\rho} \frac{\partial \rho}{\partial h} - \frac{1}{C} \frac{\partial c}{\partial h})V^{2}} \right]$$
(3.43)

As in the constant dynamic pressure, constant load factor flight test trajectory, we note that this maneuver cannot be flown at altitudes where $\frac{\partial \mu}{\partial h}$, $\frac{\partial \rho}{\partial h}$ and $\frac{\partial c}{\partial h}$ are nearly zero unless the desired Mach rate is also zero. The actual throttle setting can be computed from the level turn trim thrust and throttle setting at the current Mach-altitude-load factor as follows.

$$T = \left[\left(\frac{1}{\mu} \frac{\partial \mu}{\partial h} - \frac{1}{\rho} \frac{\partial \rho}{\partial h} \right) V^2 + g \right] \frac{m \sin \gamma}{\cos \alpha} + \frac{D}{\cos \alpha}$$
 (3.44)

$$\eta_{\text{actual}} = T \frac{\eta_{\text{trim}}}{\eta_{\text{trim}}}$$
(3.45)

To facilitate easier computations, a FORTRAN program has been written to generate the required commands and open loop control settings given the appropriate data. A listing of this code is given in Appendix C.

SECTION 4 MANEUVER AUTOPILOT DESIGN

The previous section described the required maneuver modeling, whereby for eight chosen maneuvers, a subset of the outputs are constrained to prespecified time histories. For the control analysis and design done in this study to have any value when applied to the F-15 nonlinear simulation or the actual aircraft, consistent values for all of the dynamic states and corresponding control values along the trajectory must be found. There are at least two straightforward ways to generate the required reference states and controls. First, one could iteratively simulate with the nonlinear model until an open loop law approximates the desired output time histories. This could be done systematically with numerical nonlinear optimization, using a parameterization of the control surface and thrust time histories. Or secondly, one can trim the nonlinear simulation at a number of conditions close to the desired trajectory and approximate the dynamic reference trajectory from these trim values. The latter approach was chosen both because of the completeness and flexibility of this tabular representation of the nonlinear aircraft characteristics, and because of the connection with the perturbation trim controllers designed to work along with the reference trajectory commands. It should also be pointed out that this "static" approach eliminated the need for any nonlinear simulation during the control design stage, apart from execution of a linearizing program [11] which contains the nonlinear F-15 aircraft equations.

The next subsection shows how a table of trim values can be used to develop a "linear model" of the entire F-15 flight test system for design and evaluation of the aircraft dynamic response in specified nonlinear maneuvers. A second subsection outlines two different linear control design techniques, evaluating their strengths and weaknesses, giving perturbation controller designs using these two techniques. A final subsection presents an assessment and extension of the nonlinear prelinearizing control technique [12], the application of which will be demonstrated in the next study phase, along with linear gain scheduled controllers, on the full nonlinear dynamic simulation.

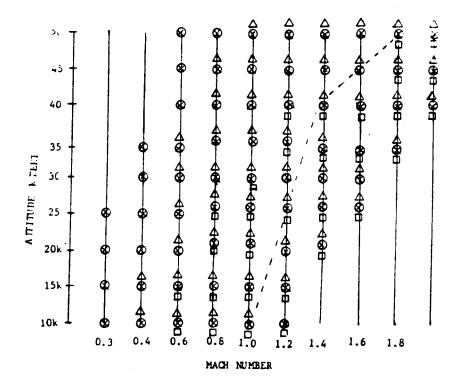
4.1 THE F-15 FLIGHT TEST SYSTEM "LINEAR" MODEL

It must be emphasized that while the control design approaches demonstrated in this work are based on linear models, the maneuvers desired are highly nonlinear. As discussed above, the nonlinear characteristics of the F-15 are condensed into a table of trim values, which when properly used with linear perturbation controllers gives a linear time varying simulation which accurately represents the nonlinear aircraft response through the nonlinear maneuvers. Adequate control through the nonlinear maneuvers requires not only consistent open loop reference commands but linear perturbation gain-scheduled controllers as well. The gain-scheduled perturbation controllers are designed efficiently by decomposing the desired eight maneuvers into 15 linear design points for both the fixed and variable throttle cases.

4.1.1 The F-15 Nonlinear Tabular Model

The nonlinear dynamics of the F-15 can be represented over the envelope with a sufficient number of trim values \bar{X} and \bar{U} : 145 points were stored, distributed as shown on the altitude-Mach plane in Figure 4-1.

A much coarser grid of flight conditions, than shown in this figure for the reference trajectory, was used for the linear perturbation models about the trajectory, and consequently in the linear control design stage. Table 4-1 shows the coarse discretization considered. Since it becomes increasingly difficult to trim the aircraft, particularly at high load factors, in the off-diagonal points in the altitude-Mach plane, only five conditions, the diagonal ones indicated in Table 4-1, were used with the three different load factors -- 1g, 3g, and 4g. The eight maneuvers were initiated at different conditions (see Section 3) to exercise controllers at various points on the flight envelope.



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△ IEVEL TURN TRIM AT 2 LOAD FACTOR

□ IEVEL TURN TRIM AT 4 LOAD FACTOR

Figure 4-1. F-15 Nonlinear Tabular Model Trim Points

TABLE 4-1. F-15 LINEAR PERTURBATION MODEL AND DESIGN CONDITIONS

h/M	0.6	0.8	1.0	1.2	1.4	1.6	1.8	2.0
50k							x	
40k					x			
30k				x				
20k			x				ORIGIN OF POO	AL PAGE :
10k		X					_	4011111

The trim conditions used in this work are those with \dot{x} = 0, namely the net forces and moments are zero. Since altitude rate is zero, a load factor greater than one automatically pulls the aircraft into a level turn trim.

The static nature of the trim points is overcome in constructing a dynamic reference trajectory by assuming a ramp in velocity for a specified time of transition between two trim points. This constant dV/dt yields the thrust adjustment necessary to add to the trimmed thrust for a "dynamic" reference thrust and \underline{V} command. Conceptually, one could solve for an adjusted \underline{x} command in all the states; however, the required computation and storage is large. Therefore, only the feedforward thrust (or throttle) command is adjusted as described here, and the linear perturbation controller generates the extra transient control commands necessary for all the states to transition between the trim points. This mechanization is discussed more fully in the next subsection.

In summary, the nonlinear F-15 model required for eight nonlinear maneuvers has been represented by a tabular description of trim values of the nonlinear simulation at discrete points on the flight envelope. The number of points used to represent the reference command is much finer than for the linear models because the reference command effectively contains the nonlinear behavior in it. Load factors greater than one, level turn trims, have been used to generate the asymmetric models.

By keeping the linear perturbation model grid coarse, only a few perturbation controllers need be designed, reducing both linear model scheduling and gain scheduling requirements in the linear time-varying simulation validations. Nonlinear simulations in the next research phase will confirm whether or not the number of design points is sufficient. Accurately speaking, the "controller", is not merely the linear perturbation gains, but the way they are mechanized along with the reference commands.

4.1.2 Linear Perturbation Controllers

Currently, control systems for nonlinear plants are synthesized using perturbation models or the so called linearized plant models in conjunction with the powerful linear system design approaches. The controllers so obtained may be termed Linear Perturbation Controllers to denote the linear nature of the controllers and to indicate their function, viz, controlling perturbations about the reference condition. If the system is required to track a given command, the perturbation models need to be generated at several operating points along the command history and controllers designed. In highly nonlinear systems such as aircraft, these controllers can display significant variations, often requiring these to be scheduled as a function of the independent variable.

The objective of the controller is to ensure that a given nonlinear system

$$\dot{X} = f(X,U) \tag{4.1}$$

follows a given trajectory $\underline{X}(t)$. Here $X \in \mathbb{R}^n$, $U \in \mathbb{R}^m$. To obtain the perturbation models or the linearized models, some points along the desired trajectory $\underline{X}(t)$ are selected, say \underline{X}_1 , \underline{X}_2 , \underline{X}_3 ... A set of controls corresponding to these points, \underline{U}_1 , \underline{U}_2 , \underline{U}_3 ... are next computed such that

$$f(\underline{X}, \underline{U}) = 0 \tag{4.2}$$

Note that this is not the only possible approach. If the desired trajectory satisfies $\underline{\dot{X}} = f(\underline{X},\underline{U})$ for nonzero $\underline{\dot{X}}$, then it can be used in the subsequent development.

To derive the perturbation model with state perturbations δX and control perturbations δU , let

$$X = \underline{X} + \delta X$$

$$U = \underline{U} + \delta U$$
(4.3)

Expanding the nonlinear system (4.1) about \underline{X} , \underline{U} and retaining only the first order terms (this implies that the perturbation are small), one has

$$\delta \dot{X} = f_{X} \delta X + f_{U} \delta U \tag{4.4}$$

The subscripts denote partial derivative matrices. Note that f_{χ} and f_{U} depend on \underline{X} , \underline{U} . The expression (4.4) describes a linear dynamic system for which a controller of the form

$$\delta U = K \delta X \tag{4.5}$$

can be designed at the operating points \underline{x}_1 , \underline{x}_2 , ...

Next, to ensure that the system transits through these operating points, the following procedure is setup.

Assume that a linear interpolation scheme between \underline{x}_1 , \underline{x}_2 , ... \underline{x}_n adequately describes the desired trajectory. Further, assume that at any

interpolated reference flight conditions \underline{x}_j , in between \underline{x}_i , \underline{x}_{i+1} ; $f(\underline{x}_j,\underline{u}_j)$ = 0. In this case, the perturbation model (4.4) is given by

$$\delta \dot{X} = f_{X} \delta X + f_{IJ} \delta U - \dot{X}(t)$$
 (4.6)

Note that $\underline{\dot{x}}$ is a piecewise constant function and appears as a disturbance in the perturbation model.

As noted earlier, the perturbation controller is designed with $\dot{\underline{X}}$ = 0. Recalling that

$$X = \delta X + \underline{X}$$

$$U = \delta U + \underline{U}$$

$$\dot{X} = \delta \dot{X} + \dot{X}$$

$$(4.7)$$

Using (4.7) in (4.6), the linearized equations can be put in the form

$$\dot{X} = f_{X}(X - \underline{X}) + f_{H}(U - \underline{U})$$

or

$$\dot{X} = f_X X + f_U U - Z(t)$$
 (4.8)

where

$$Z(t) = f_{X} X + f_{U} U$$

Similarly, the perturbation controller (4.5) becomes

$$U - \underline{U} = K(X - \underline{X})$$

or

$$U = K(X - \underline{X}) + \underline{U} \tag{4.9}$$

Expression (4.9) indicates the implementation of the linear perturbation controller, given in Figure 4-2. for clarity.

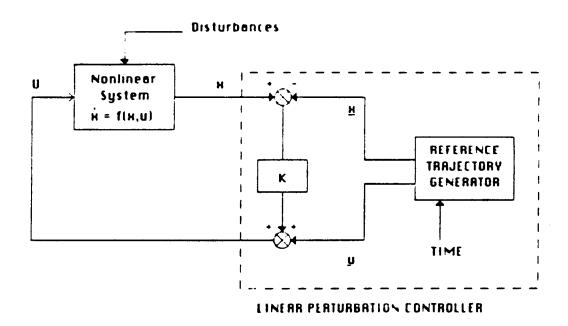


Figure 4-2. Implementation of the Linear Perturbation Controller

Note that the gain matrix K varies as a function of some scheduled variable. Expression (4.8) has an interesting interpretation, viz, when the perturbations about the desired path are small, it describes the nonlinear system dynamics with a high degree of fidelity. Hence, under closed loop control, the dynamics given by (4.8) will be very close to that of the

original nonlinear system (4.1). This fact means that linear, time varying simulations can be mechanized in a straightforward way from the relationships and models discussed here. While section five reviews the concept of linear time-varying simulation before giving the validation results, it is convenient to continue our line of thought and go over the mechanization here in the maneuver autopilot design section.

4.1.3 Linear Time Varying Simulation

As noted elsewhere, for highly nonlinear systems such as aircraft, the gain matrix K in (4.9) would display large variations as a function of the flight condition. And hence, some type of scheduling strategy will be essential for the satisfactory operation of the control system. To evolve the scheduling strategy, it is desirable to have a simulation of the system which has lesser complexity than the original nonlinear system.

Examining expression (4.8) in view of the above, one finds that the partial derivative matrices \mathbf{f}_χ and \mathbf{f}_U as functions of \underline{x} , \underline{u} have already been computed at the controller design stage. The reference trajectory X, U is also known. Since this expression describes the nonlinear system dynamics adequately for small perturbations, it may be used to develop a linear time varying simulation to evaluate the controller scheduling. Figure 4-3 gives the formal structure of the linear time varying simulation. This block diagram is structurally similar to the linear perturbation controller implementation given in Figure 4.2. The essential difference between them is that the nonlinear aircraft model has been replaced by a linear timevarying model with disturbance inputs. As mentioned in Section 4.1.2, X and U are linearly interpolated between time points. In order to simplify the mechanization, the partial derivative matrices $\mathbf{f}_{\mathbf{Y}}$ and $\mathbf{f}_{\mathbf{H}}$ are stored at the same time points and linearly interpolated. Thus, along a contemplated maneuver, three or four \underline{X} , \underline{U} , points are chosen and the corresponding $f_{\underline{Y}}$, f_{ij} , matrices are stored. Note that in the present analysis the X, U, points

are chosen such that at an intermediate point $f(\underline{X}_j, \underline{U}_j) = 0$. In the course of simulations, if it turns out that in order to track the required \underline{X} history, the total control required is greater than that available, it is indicative that either the assumed maneuver time is unrealistic or that the model is inadequate or both.

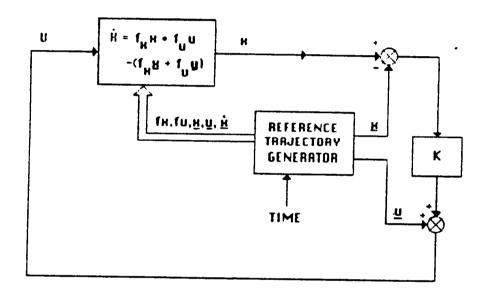


Figure 4-3. Linear Time Varying Simulation

A description of how a generic time varying simulation can be implemented in the MATRIX TM SYSTEM_BUILD TM model building and simulation program is given in Appendix D.

4.2 LINEAR DESIGN TECHNIQUES

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Given a small set of linear trim conditions, linear perturbation controllers can be designed to track desired reference commands. The simplest practical controllers, once the outputs are augmented with appropriate integrators for desirable steady state tracking, are output feedback controllers. Two different output feedback approaches were evaluated, viz, eigenstructure assignment and the minimum error excitation technique.

4.2.1 Eigenstructure Assignment Design

As described in Section 2, the model through which the desired maneuver autopilots (MAP) must work includes the fully augmented aircraft: This actually makes the control design task more difficult than dealing only with the bare airframe. The combination of CAS states and integral error states give a considerable number of eigenvalues that are slow, and therefore must be moved, and also exhibit a reasonable degree of state coupling. This coupling results in some sensitivity of results to the choice of eigenspace requested. The model used and specific results are given in Appendix A. Complete details of this eigenassignment approach can be found in [13]. It is perhaps of interest to note that in addition to the capability to handle controller structure constraints, this technique can be modified to accept partial specification of eigenvectors. This feature can be valuable in high order systems. In summary, to employ this synthesis approach, the following are required.

- (i) Based on the practical aspects of the problem, choose a minimal set of measurements which will permit the designer to achieve the desired performance. Introduce dynamic compensators such as integral feedbacks, lead-lag networks, etc., based on experience.
- (ii) Choose a set of desired eigenvalues and eigenvectors equal to the number of outputs.

While the selection of desired eigenvalues is often apparent in a given problem, the desired eigenvectors are difficult to select. Three approaches were developed to help guide this choice, viz, minimally restructured eigenassignment, decoupling eigenassignment and dominant mode eigenassignment.

4.2.1.1 Minimally Restructured Eigenassignment

Since it is known that the closed loop eigenvectors lie in a subspace spanned by the columns of $(\lambda_i I - A) B^{-1}$, $i = 1, \ldots, n$, linear combinations of these vectors were used as desired eigenvectors. The weights to be used in generating these linear combinations were constructed from the additional information that unassigned eigenvectors should be close to their open loop values in a least square sense.

4.2.1.2 Decoupling Eigenassignment

Since we are interested in having the least cross axis coupling in the controller as possible, the desired eigenvectors in the longitudinal channel may be chosen so that the responses from lateral channels are blocked, i.e., select eigenvectors as

$$\begin{bmatrix} (\lambda_i I - A) & B \\ C_{LAT} & 0 \end{bmatrix} \qquad \begin{bmatrix} V_i \\ W_i \end{bmatrix} \qquad \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$V_d = \sum_{i=1}^n \alpha_i V_i$$

 $V_{\rm d}$ are the desired eigenvectors. $\alpha_{\rm i}$ are selected using the same criteria as in the minimally structure case. Though these two approaches could be made to work at each flight condition by iterating on the desired eigenvalues, they failed to easily produce a set of acceptable eigenvectors which could be used at other flight conditions. Next, partial specification of desired eigenvectors was attempted using the dominant mode approach.

4.2.1.3. Dominant Mode Eigenassignment

According to ref [13], complete specification of desired eigenvectors are neither necessary nor desirable. Depending on the states that should or should not participate in a given mode, appropriate entries in the eigenvectors are made ones or zeros, leaving other entries free. With these eigenvectors, the desired eigenvalues are moved as far left from the imaginary axis as possible with least change in the location of unplaced eigenvalues. The desired eigenvectors so obtained appeared to work over most flight conditions. Note, however, that extensive iterations on the desired eigenvalues may often be required to produce a satisfactory design.

4.2.1.4 Conclusions on Output Eigenstructure Assignment

Specific maneuver autopilot design results are discussed in Appendix A, along with the more complete description and evaluation of output eigenstructure assignment for application to flight test trajectory control, including difficulties in selecting desirable eigenvalues and eigenvectors. This approach demands several iterations to converge to a satisfactory design and does not appear to easily give suitable insight for output feedback design of high order multivariable systems which will be used at other operating points. If a rational method to generate an achievable set of eigenvectors is devised, this technique will be made more attractive. One possibility might be to generate gradients of the eigensystem between flight conditions and include this information in the single point design technique. The next two subsections describe two other techniques of output feedback gain solution.

4.2.2 Minimum Error Excitation Output Feedback Design

Following Kosut's [8] notation in describing his development of the minimum error excitation output feedback design method, for the linear system

$$\dot{x} = Ax + Bu$$

$$y = Hx$$
,

one first designs a full state LQ regulator

$$J = \frac{1}{2} \int_{0}^{\infty} (xH^{T}Q_{y}Hx + u^{T}Ru)dt,$$

with the optimal feedback control law $u^* = F^*x$.

Both because algebraic output feedback methods do not guarantee stability and because of the presence of slow closed loop full-state feedback modes (either neutrally stable unobservable modes or other sluggish phugoid like, spiral or integral error modes), it is desirable to design with a guaranteed stability margin [14, 15]. Specifying a stability margin of α ensures that the real parts of all closed loop roots are less than $-\alpha$. This is equivalent to optimizing the performance index

$$J = \frac{1}{2} \int_{0}^{\infty} e^{-2\alpha t} (xH^{T}Q_{y}Hx + u^{T}Ru)dt,$$

and can be accomplished by destabilizing the open loop plant by $\bar{A}=A+\alpha I$; solving for the corresponding optimal gains in the standard LQ problem, and using them with the original open loop dynamics matrix A. Costs were chosen according to Bryson's rule [15], the inverse of the squared deviation desired on inputs and outputs, with a scalar factor between Q and R to regulate the extent of high gain solution achieved.

A minimum norm output error feedback law can be determined from

$$u = C_y y$$
, with

$$C_y = H^+F^*$$
,

where H^{+} is the pseudoinverse of H. This is merely a least squares projection of the full state gains onto the output subspace.

The sensitivity of the projection described above can be minimized by doing a weighted least squares, where the weight is the closed loop state covariance excited by a unit error density. One merely solves the Lyapunov equation

$$(A + BF*)P + p(A + BF*)^{T} + I = 0,$$

to obtain the constrained gain

$$F_y = F*PH^T (HPH^T)^{-1}H$$
, or

$$C_y = F*PH^T(HPH^T)^{-1}$$

The destabilized open loop plant A was used instead of A in the Lyapunov equation solution to retain as much of the full-state law guaranteed stability margin as possible.

Maneuver autopilots were designed at all flight conditions within two iterations using the above output feedback design procedure. The design criterion were

 $\text{Re}(\lambda_1)$ <-.2 => a 5 second maximum time constant in tracking, and ξ > .7 => low overshoot.

With the integral error states and general low frequency oscillatory poles pairs due to lateral/longitudinal coupling, the plant is not a simple one to control. Since Mach and load factor were chosen as the scheduling variables, 15 designs were generated - five designs at three load factors shown in Table 4-2. The state and control weighting matrices used in this synthesis is listed in Appendix E. The corresponding output feedback gains are also given in this appendix.

Since the zoom-and-push-over and excess thrust windup turn require fixed throttle, 15 more designs were generated without this control, also shown in Table 4-2.

Typical initial condition responses in a straight and level flight condition at 40K feet and Mach of 1.4 are shown in Figure 4-4.

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TABLE 4-2. SLOWEST MODE BEHAVIOR AT ALL DESIGN CONDITIONS

(Subscript 1 corresponds to the design with all controls, subscript 2 corresponds to the design without throttle control)

h.m					
CACL	h = 10000*	n = 20000'	h = 30000'	h = 40000	h = 50 000'
FACTOR	M = 0.8	M = 1.0	M = 1.2	M = 1.4	M = 1.ĉ
	$\lambda_1 = -0.277$ $\xi_1 = 0.996$	$\lambda_1 = -0.289$ $\xi_1 = 0.97$		$\lambda_1 = -0.308$ $\xi_1 = 0.945$	$\lambda_1 = -0.293$ $\xi_1 = 0.94$
1	$\lambda_2 = -0.28$ $\xi_2 = 1$	$\lambda_2 = -0.257$ $\xi = 1$	$\lambda_2 = -0.234$ $\xi_2 = 1$	- -	$\lambda_2 = -0.219$ $\xi_2 = 1$
	$\lambda_1 = -0.28$ $\xi_1 = 0.99$	$\lambda_1 = -0.26$ $\xi_1 = 0.94$			
Ĉ	$\lambda_2 = -0.288$ $\xi_2 = 0.99$	$\lambda_2 = -0.268$ $\xi_2 = 0.947$		$\lambda_2 = -0.276$ $\xi_2 = 0.958$	
	$\lambda_1 = -0.267$ $\xi_1 = 0.99$	$\lambda_1 = -0.23$ $\xi_1 = 0.92$		$\lambda_1 = 0.17$ $\xi_1 = 0.98$	
4	$\lambda_2 = -0.28$ $\xi_2 = 0.99$	$\lambda_2 = -0.23$ $\xi_2 = 1$		$\lambda_2 = -0.2405$ $\xi_2 = 1$	

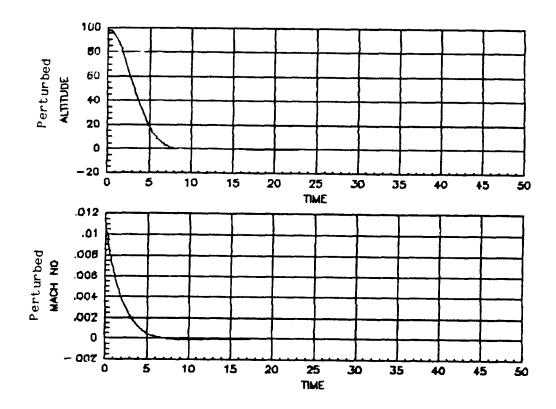


Figure 4-4. Initial Condition Response for the Output Feedback Minimum Error Excitation Perturbation Controller (Reference Condition H = 40k', Mach = 1.4, Straight and Level Flight)

Section 5 gives the tracking behavior of the output feedback minimum norm controllers in the eight maneuvers of interest.

4.3 NONLINEAR FLIGHT TEST TRAJECTORY CONTROLLERS

Research on nonlinear flight test trajectory control (FTTC) design was conducted with the goal of completely eliminating the need for gain scheduling. A brief literature review is given below, outlining how recent theoretical work can be applied to the FTTC problem before a demonstration problem is given to illustrate the approach.

This research deals with the synthesis of nonlinear flight test trajectory controllers using the recent results in prelinearizing transforms due to Meyer [17-33] and singular perturbation theory [34-36]. The use of singular perturbation theory in this problem simplifies the command generation scheme in addition to providing a consistant approach for eliminating ignorable state variables. The prelinearizing transformations are more transparent in this formulation. The slow-fast computations are clearly separated and can be carried out at different rates on the flight control computer. It is interesting to note that in Ref. 21, even though the controller development did not make use of singular perturbation theory, the time-scale separation formed a basis for implementation on the flight control computer. A schematic block diagram of the slow-fast flight test trajectory controller is given in Figure 4-5.

Flight test controller synthesis will be developed for the F-15 fighter aircraft in the next contract phase. For the F-15 and most fighter aircraft, it can be assumed that the aircraft under consideration has the four usual controls: throttle, aileron, rudder and elevator. The objective of the flight test controller is to track the given commands in airspeed, angle of attack, angle of sideslip and altitude in presence of disturbances and modeling imperfections. It is clear that the commanded trajectory has to be executable by the aircraft under consideration. Note that the flight test control problem discussed here is distinct from those described by Meyer, et. al. [20-22] since, in their work, the trajectory to be followed consisted of the three position components specified as functions of time.

Modeling and time-scale separation can be exploited to a considerable degree in this approach. The mechanization details of prelinearization and the slow-fast controller synthesis for general flight test maneuvers will be given in the next project phase based on the problem formulation developed here.

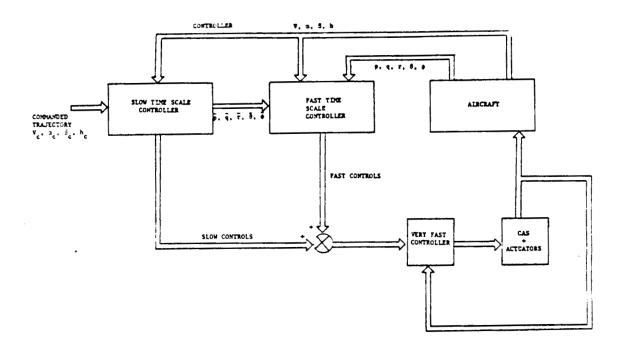


Figure 4-5. Singular Perturbation Nonlinear Flight Test Trajectory Controller.

Slow states: V, α , β , h Fast states: p, q, r, θ , ϕ

Very fast states: CAS and Actuator states

An illustrative example of this nonlinear controller approach is given in Appendix B.

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SECTION 5 SIMULATION AND EVALUATION

The performance of perturbation controllers for initial condition errors was verified during the design phase. Some techniques for evaluating their tracking performance will be discussed in this section. Though it is clear that the actual performance of these controllers can only be assessed with the full nonlinear aircraft model, it is desirable to introduce an intermediate validation phase to ensure a smooth transition from perturbation controller design to full nonlinear simulation. It should be emphasized at the outset that the simulations discussed here are approximate and consequently the tracking performance will differ in the nonlinear simulation validation in the next study phase.

5.1 MANEUVER SIMULATION

Originally, it was decided to carry out a linear time varying simulation of the systems using linearized aircraft models along the desired flight-test trajectory as discussed in Appendix D. For a two state variable model analyzed in Appendix B, the computing time was small. However, the aircraft and CAS system has 31 states and continuous interpolation was found to be extremely time consuming. In view of the excessive computational effort required, and the limited value of the information obtained, it was then decided to switch models and controller gains along a desired flight test trajectory. This approach introduced artificial gain switching transients and also led to misleading conclusions. Hence whenever feasible, the simulations discussed here used one interpolated model, and gains based on the flight condition halfway through the maneuver. With this approach, the modeling inaccuracies will be almost equally distributed throughout the maneuver.

It should be emphasized that the simulations with linearized models will test only the feedback controller portion of the maneuver autopilot. The open loop control histories generated from maneuver modeling can be tested only during the full nonlinear simulation of aircraft and CAS.

5.2 MANEUVER SIMULATION MECHANIZATION

The linear perturbation equations used for design have been discussed in Section 4. In this section, these will be modified to generate linear simulations. The linearized aircraft with CAS is of the form

$$\delta \dot{x} = F \delta x + G \delta u$$

$$\delta y = H \delta x$$

The output feedback perturbation controller is of the form

$$\delta u = C_y \delta y$$
.

Expanding the perturbation equations back out gives

$$\dot{x} - \underline{x} = F(x - \underline{x}) - GC_yH(x - \underline{x})$$

$$\dot{x} = (F - GC_yH)x - [(F-GC_yH)\underline{x} - \underline{\dot{x}}],$$

from which the maneuver simulations can be mechanized. Note that $\underline{\dot{x}}$ can be viewed as a disturbance (and neglected) or as a part of the external reference command. For the high speed maneuvers simulated here $\underline{\dot{x}}$ clearly cannot be ignored, but were computed numerically with a forward differencing of \underline{x} .

5.3 MANEUVER SIMULATION RESULTS

As discussed earlier, \underline{x} was computed numerically from \underline{x} and used as part of the reference command. Since \underline{x} has corners, there are jumps, or spurious step inputs due to the discontinuities in \underline{x} . Using a smooth \underline{x} from quadratic or cubic spline fits to the trim points \underline{x}_i will remedy this problem; however, the effects of the discontinuities can clearly be seen in the tracking trajectories in this subsection.

In the following, typical simulation results for each flight test trajectory will be presented. The flight conditions in these simulations are chosen so that the maneuver autopilot is exercised over nearly the entire aircraft envelope. Except where indicated, in the plots that follow, the dotted lines denote the commanded variables generated from the maneuver modeling program while the solid line represents the trajectory evolution from the linear simulation.

5.3.1 Transient Trajectory

In this simulation, a transient trajectory is setup to transfer the aircraft from straight and level flight conditions at 20000' altitude and Mach 0.8 to straight and level flight conditions at 30000' altitude and Mach 1.2 in 60 seconds. The simulation results are presented in Figs. 5-1 through 5-3. The altitude tracking is very good. However, the throttle history in Fig. 5-3 indicates that during the first five seconds, the controller commanded a negative throttle. This is caused by the nonminimum phase behavior of the aircraft, clearly discernable in the Mach number and

angle of attack histories. In the actual implementation, the commanded altitude can be modified to include an initial descend leg in order to compensate for the nonminimum phase behavior. Alternately, the commanded Mach number can be modified to have an initial decreasing segment. In any case, mere command modification would fix the initial negative throttle difficulty.

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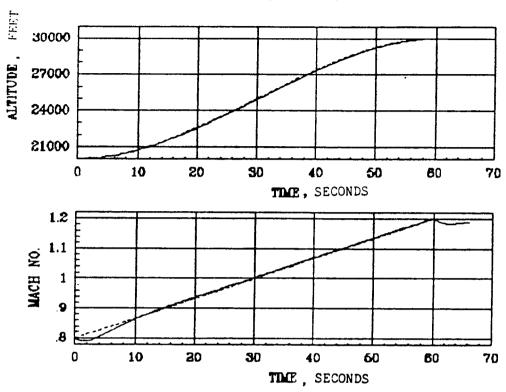


Figure 5-1. Altitude and Mach Number Evolution Along the Transient Trajectory

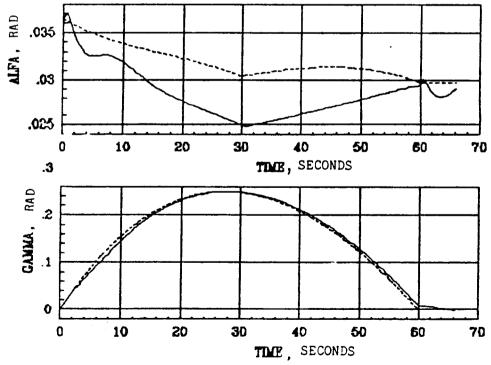


Figure 5-2. Angle of Attack and Flight Path Angle Evolution Along the Transient Trajectory

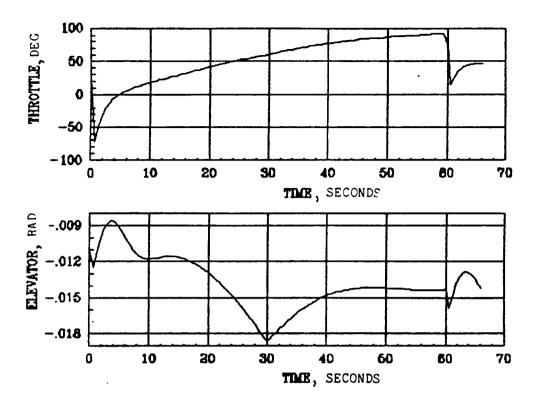


Figure 5-3. Throttle and Elevator Deflection Along the Transient Trajectory.

5.3.2 Level Acceleration

A level acceleration flight test trajectory at 30000' altitude is considered here. The aircraft is required to accelerate from Mach 0.9 to Mach 1.2 in 60 seconds. The tolerence on altitude is \pm 50' while Mach number error should be within \pm 0.01. The simulation results for this maneuver are presented in Figs. 5-4 through 5-6. The Controller was able to maintain the altitude within \pm 0.1 feet while tracking the Mach number within the given specifications. The throttle and elevator deflections given in Fig. 5-6 are well within the saturation levels. From the maximum throttle requirment in this maneuver, it appears that the maneuver time could be decreased by about 20 seconds.

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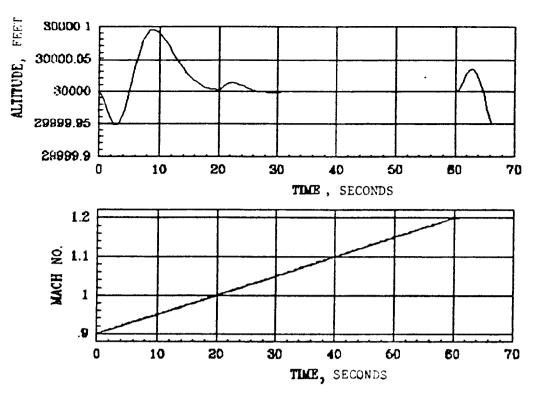


Figure 5-4. Altitude and Mach Number Evolution Along the Level Acceleration Flight Test Trajectory.

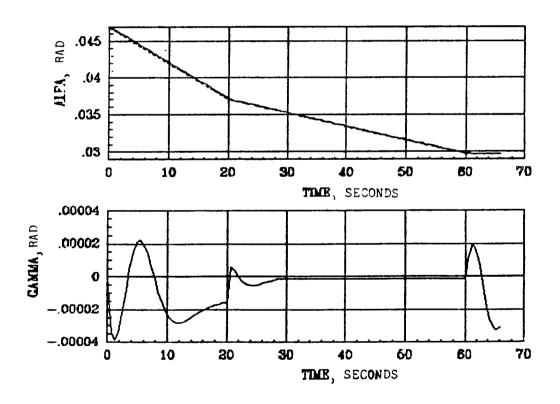


Figure 5-5. Angle of Attack and Flight Path Angle Evolution Along the Level Acceleration Flight Test Trajectory.

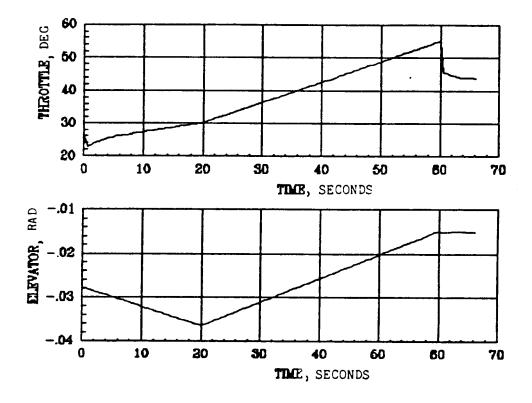


Figure 5-6. Throttle and Elevator Deflection Along the Level Acceleration Flight Test Trajectory.

5.3.3 Pushover, Pullup

This maneuver was initiated at 30000' altitude and 0.8 Mach straight and level flight condition. The objective is to track a piewise linear angle of attack history given in Fig. 5-8 while maintaining the Mach number constant at the initial value. The results of the maneuver simulation are given in Figs. 5-7 through 5-9. From Fig. 5-7, it can be seen that the Mach number error is within 0.001 of the commanded value. The angle of attack tracking error is less than 0.2° throughout the maneuver. The throttle history given in Fig. 5-9 shows a small negative region at the imitation of pullup at 30 seconds and is primarily due to the corner in the angle of attack command. Smoothing this corner in the final mechanization would eliminate this negative throttle region.

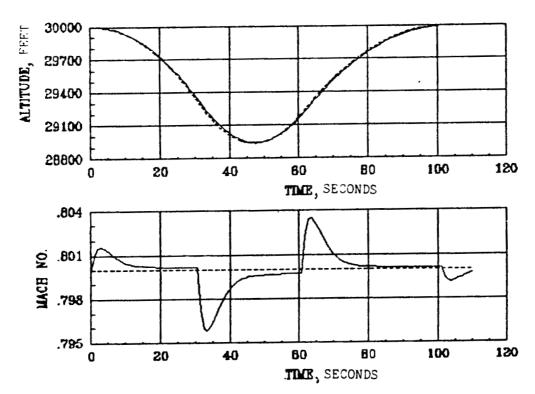


Figure 5-7. Altitude and Mach Number Evolution Along the Pushover/Pullup Flight Test Trajectory

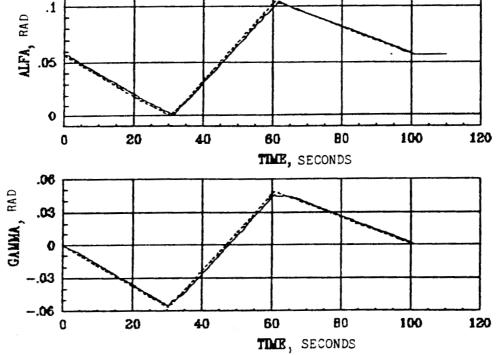


Figure 5-8. Angle of Attack and Flight Path Angle Evolution along the Pushover/Pullup Flight Test Trajectory

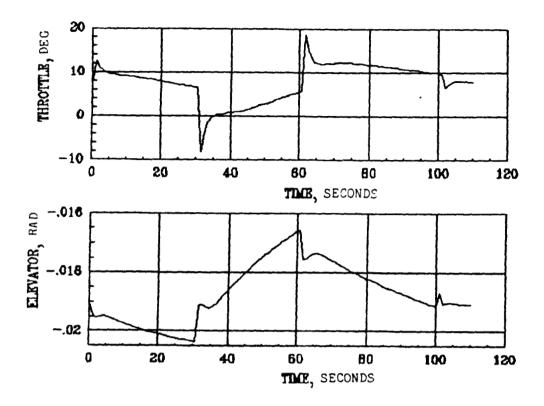


Figure 5-9. Throttle and Elevator Deflection along the Pushover/Pullup Flight Test Trajectory.

5.3.4 Zoom and Pushover

As noted in the maneuver modeling, this flight test trajectory is executed in three phases. In the first phase the aircraft is transferred from straight and level flight conditions to the beginning of the zoom and pushover parabolic trajectory. The second phase consists of the zoom and pushover trajectory while the third phase restores the aircraft to the original straight and level flight condition. During the first and third phases all the controls are active, but the throttle is fixed during the zoom and pushover trajectory.

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OF POOR QUALITY In the present case, the aircraft is first trimmed to fly straight and level at 30000' altitude and Mach 0.4. An initial transient trajectory is then executed with all controls active until the point marked A in Fig. 5-10. At this point, the throttle is fixed and the aircraft executes the parabolic zoom and pushover trajectory until the point B in this figure. The throttle is released at point B and the aircraft performs another transient maneuver to restore it to the original conditions.

Since the controller performance along the transient trajectory has already been investigated in Section 5.3.1, the tracking performance along the zoom and pushover trajectory will only be demonstrated here. The aircraft begins the zoom and pushover maneuver at about 28000' and Mach 0.45 and completes the maneuver at about the same conditions. The controller performance is illustrated in Figs. 5-10 through 5-12. The conditions at the apex of the parabola is of particular interest in this maneuver. From Fig 5-11, it can be observed that the angle of attack at the apex is within 0.005 radian of the required value. The altitude error is within 50' at the apex and the Mach number is within 0.05 of the required value. Initial transients in altitude and Mach number can be seen at point A in Fig. 5-10. These are essentially due to the availability of just one control variable, the elevator, to track three state variables: altitude, Mach number and angle of attack. Thus, an initial condition error on altitude would propagate to Mach number and angle of attack channels and vice versa.

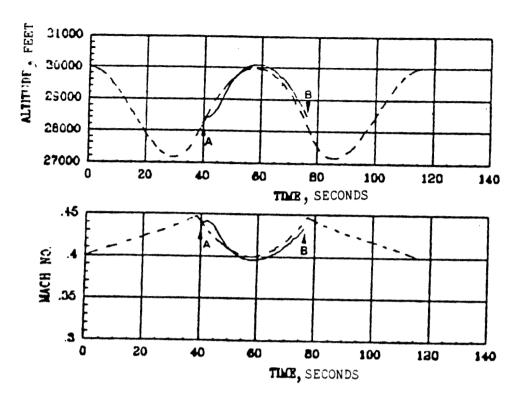


Figure 5-10. Altitude and Mach Number Evolution along the Zoom and Pushover Flight Test Trajectory.

A: Throttle Fixed B: Throttle Released

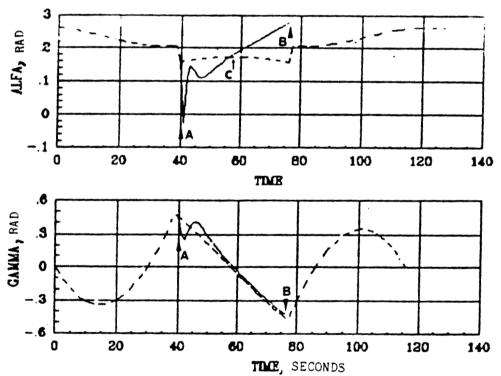


Figure 5-11. Angle of Attack and Flight Data Angle along the Zoom and Pushover Flight Test Trajectory.

A: Throttle Fixed

B: Throttle ReleasedC: Apex of the Parabola

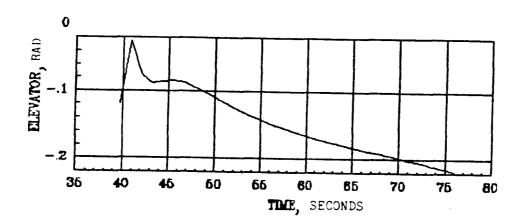


Figure 5-12. Elevator Deflection along the Zoom and Pushover Flight Test Trajectory.

5.3.5 Excess Thrust Windup turn

The results for an excess thrust windup turn trajectory at 40000' altitude and Mach 1.4 are given in Figs. 5-13 through 5-19. The altitude and Mach number were required to be constant throughout the windup turn trajectory, while tracking an angle of attack command as shown in Fig. 5-14. The aircraft roll altitude in this maneuver is close to 70° and results in a highly coupled model to be controlled by the maneuver autopilot. It can be observed that the maneuver autopilot maintained the altitude within ±5' and the Mach number error is within ±0.002. Except at the beginning and the end of the maneuver, the angle of attack error is within 0.005 radian of the commanded value. For about 10 seconds during the beginning and end of the maneuver, the rudder deflection is close to 12° while in the high roll attitude region, an elevator deflection of nearly 17° was demanded. This indicates that at the present flight conditions, a less stringent maneuver should be attempted.

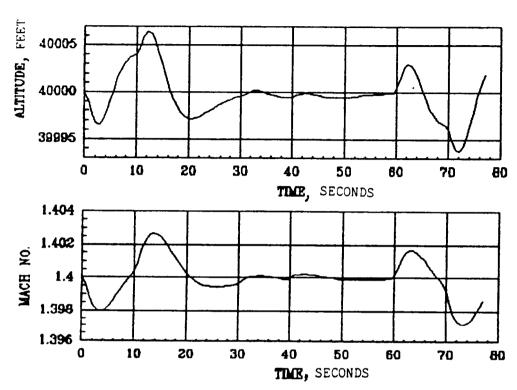


Figure 5-13. Altitude and Mach Number Evolution along the Excess Thrust Windup Turn Flight Test Trajectory

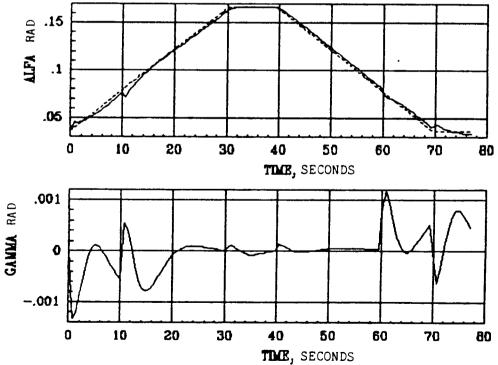


Figure 5-14 Angle of Attack and Flight Path Angle Evolution along the Excess Thrust Windup Turn Flight Test Trajectory

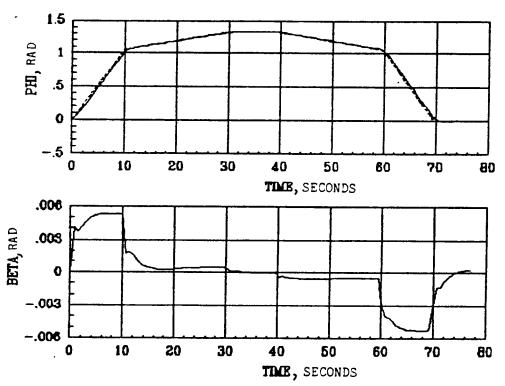


Figure 5-15. Roll Attitude and Angle of Side Slip Along the Excess Thrust Windup Turn Flight Test Trajectory

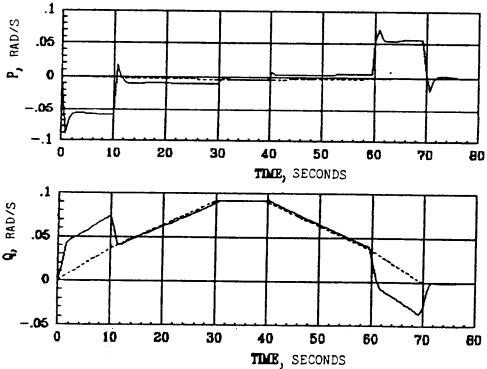


Figure 5-16. Roll and Pitch Body Rate Evolution Along the Excess Thrust Windup Turn Flight Test Trajectory

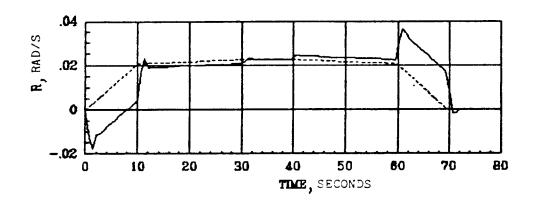
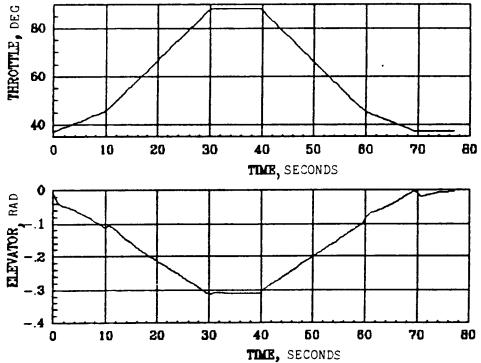


Figure 5-17. Yaw Body Rate Evolution along the Excess Thrust Windup Turn Flight Test Trajectory



TIME, SECONDS
Figure 5-18. Throttle and Elevator Deflection along the Excess Thrust Windup Turn Flight Test Trajectory

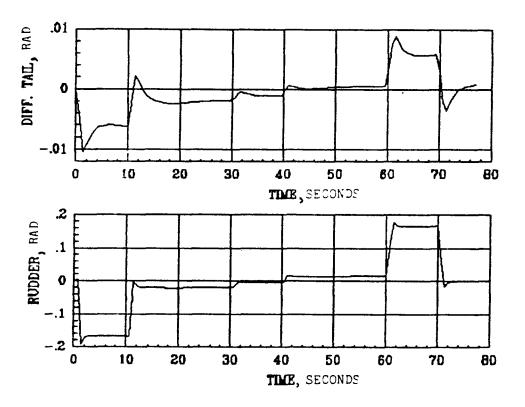


Figure 5-19. Differential Tail and Rudder Deflection along the Excess Thrust Windup Turn Flight Test Trajectory.

5.3.6 Constant thrust windup turn

A descending constant thrust windup trajectory will be illustrated in the following. The aircraft starting at straight and level flight condition enters a level turn with linearly increasing angle of attack, upto 30 seconds in Fig. 5-21. At this point, the throttle is fixed and the constant thrust windup trajectory begins. At the end of the maneuver, the Angle of attack is gradually decreased to the straight and level trim values. During the constant throttle windup turn trajectory, the Mach number is to remain constant. The simulation results for this maneuver are given in Figs. 5-20 through 5-26. From Fig. 5-20, it can be seen that the Mach number was maintained within ±0.0075 while the angle of attack tracking error was within 0.01 radians. The control surface deflections were within the saturation limits except at the point where the constant throttle windup trajectory began. This is due to the corner present in the altitude and angle of attack command histories. By smoothing these corners in the commands, the control surface limit violation can be avoided.

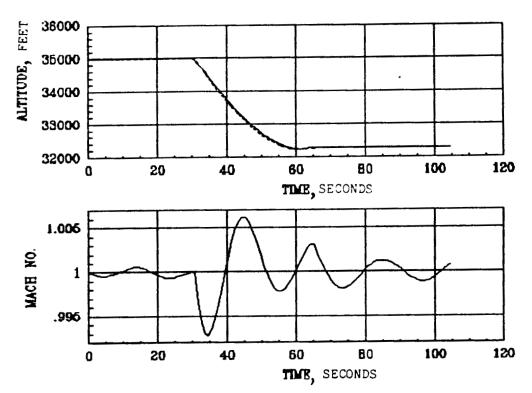


Figure 5-20. Altitude and Mach Number Evolution Along the Constant Throttle Windup Turn Flight Test Trajectory.

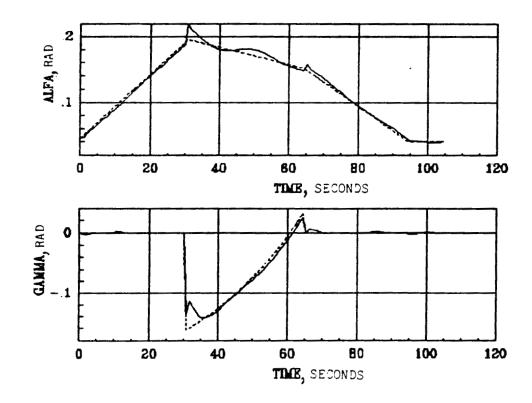


Figure 5-21. Angle of Attack and Flight Path Angle Evolution Along the Constant Throttle Windup Turn Flight Test Trajectory.

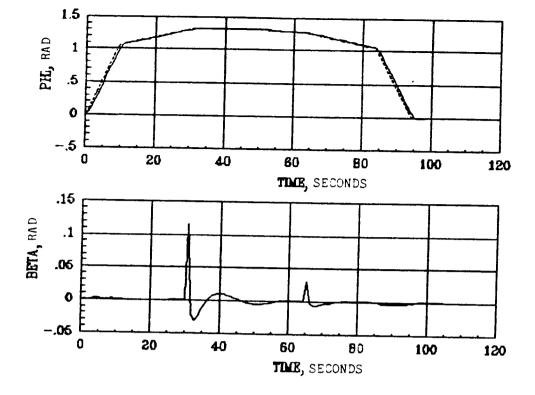
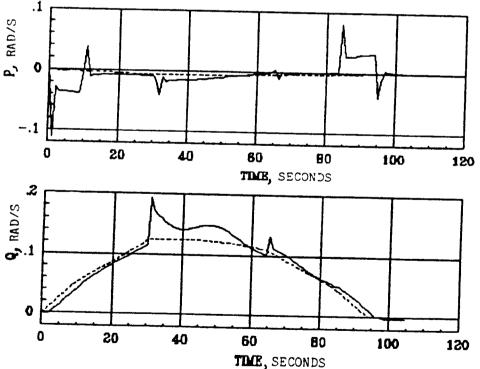


Figure 5-22. Roll Altitude and Angle of Side Slip Evolution Along the Constant Throttle Windup Turn Flight Test Trajectory.



TIME, SECONDS
Figure 5-23. Roll and Pitch Body Rate Evolution Along the Constant
Throttle Windup Turn Flight Test Trajectory.

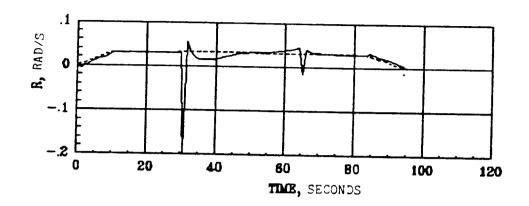


Figure 5-24. Yaw Body Rate Evolution along the Constant Throttle Windup Turn Flight Test Trajectory.

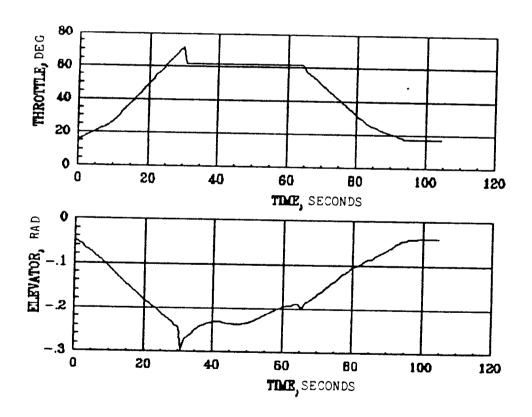


Figure 5-25. Throttle and Elevator Deflection along the Constant Throttle Windup Turn Flight Test Trajectory.

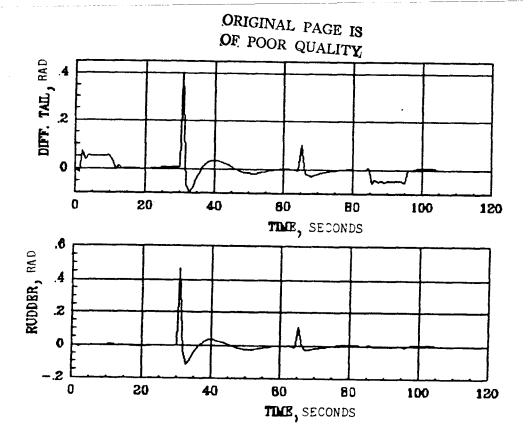


Figure 5-26. Differential Tail and Rudder Deflection along the Constant Throttle Windup Turn Flight Test Trajectory.

5.3.7 Constant Dynamic Pressure - Constant Load Factor Maneuver

As noted in the maneuver modeling section, this maneuver can be ascending or descending based on the required Mach rate. The controller performance along an ascending constant dynamic pressure-constant load factor trajectory is given in Figs. 5-27 through 5-34. This trajectory consists of three phases. The first phase begins with initial conditions chosen to obtain the desired dynamic pressure. Next the aircraft is placed in a turn to generate the required load factor. In the present case, a load factor of 4 was employed. Next, the desired Mach rate is initiated and the constant dynamic pressure-constant load factor trajectory is executed. In the present case, in order to achieve a Mach rate of 0.0067/second, the aircraft had to climb from 35000' altitude to 43000'altitude in 30 seconds. These histories are given in Fig. 5-27. The control surface deflections are well within the saturation limits except at the points where the altitude and Mach number commands contains corners. The dynamic pressure history given in Fig. 5-34 was maintained within 4% of the required value.

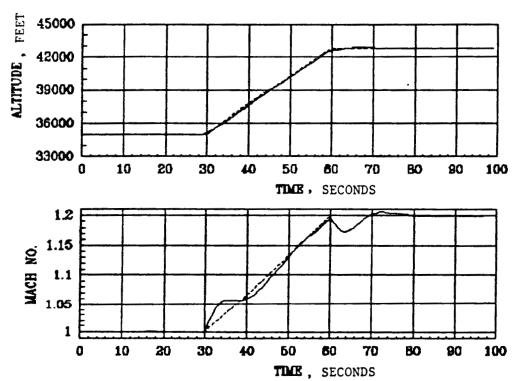
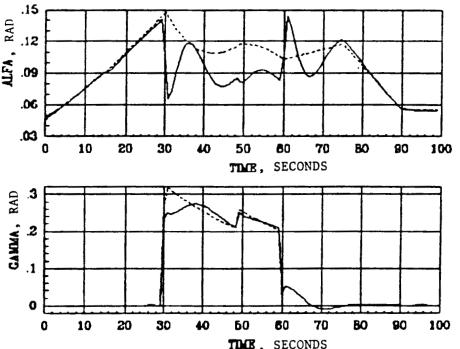


Figure 5-27. Altitude and Mach Number Evolution Along the Constant Dynamic Pressure Constant Load Factor Flight Test Trajectory



TIME, SECONDS
Figure 5-28. Angle of Attack and Flight Path Angle Evolution along the Constant Dynamic Pressure Constant Load Factor Flight Test Trajectory

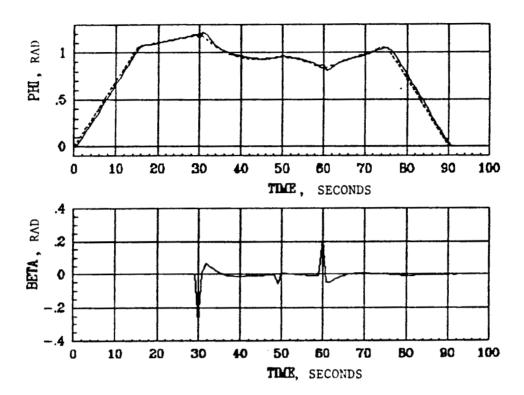


Figure 5-29. Roll Attitude and Angle of Side Slip Evolution along the Constant Dynamic Pressure Constant Load Factor Flight Test

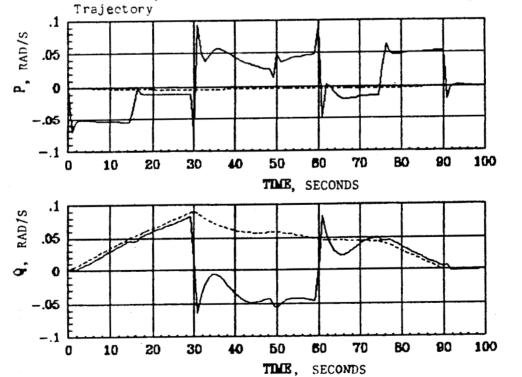


Figure 5-30. Roll and Pitch Body Rates along the Constant Dynamic Pressure Constant Load Factor Flight Test Trajectory

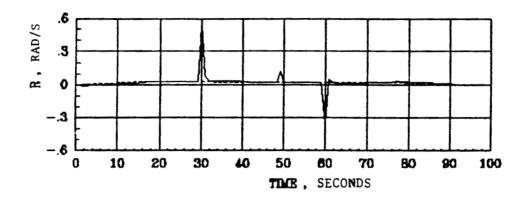


Figure 5-31. Yaw Body Rate along the Constant Dynamic Pressure Constant Load Factor Flight Test Trajectory.

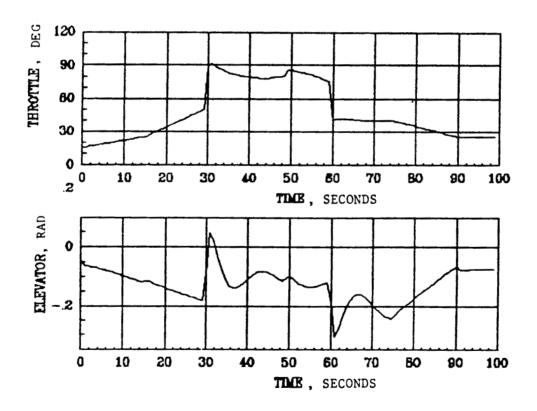


Figure 5-32. Throttle and Elevator Deflection Along the Constant Dynamic Pressure Constant Load Factor Flight Test Trajectory.

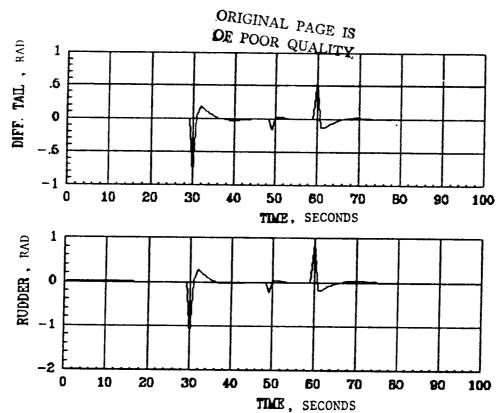


Figure 5-33. Differential Tail and Rudder Deflection along the Constant Dynamic Pressure Constant Load Factor Flight Test Trajectory

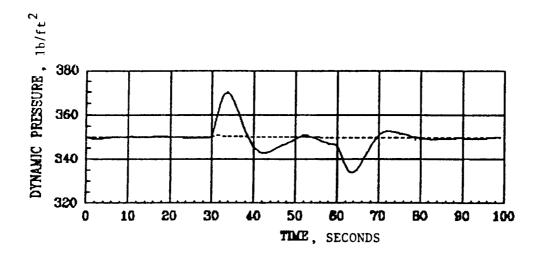


Figure 5-34. Dynamic Pressure along the Constant Dynamic Pressure Constant Load Factor Flight Test Trajectory

5.3.8 Constant Reynold's Number - Constant Load Factor Maneuver

This maneuver sequence is identical to the constant dynamic pressure-constant load factor trajectory. The controller performance for a negative Mach rate - Constant Reynolds' number-constant load factor trajectory is given in Figs. 5-35 through 5-42. Note that the Reynold's number given in Fig. 5-42 should be multiplied by the characteristic diameter to obtain the actual Reynold's number. From the performance results given in Fig. 5-40 and 5-41, it can be seen that the control surface deflections momentarily violate the saturation limits at the points corresponding to the corners in the commanded values. Throughout the trajectory, Reynold's number is within 1.5% of the required value.

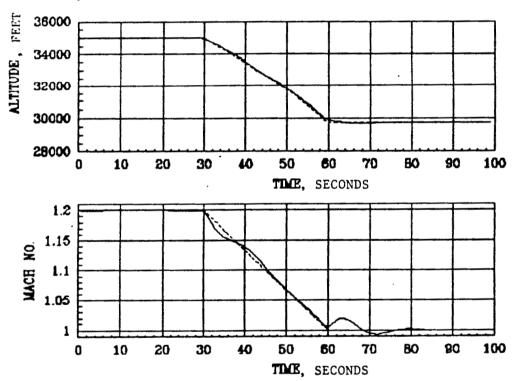


Figure 5-35. Altitude and Mach Number Evolution Along the Constant Reynold's Number Constant Load Factor Flight Test Trajectory.

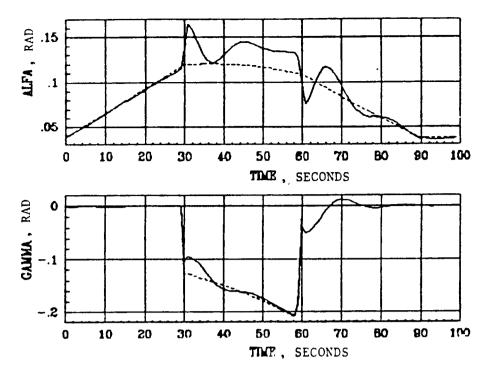


Figure 5-36. Angle of Attack and Flight Path Angle Evolution along the Constant Reynold's Number Constant Load Factor Flight Test Trajectory

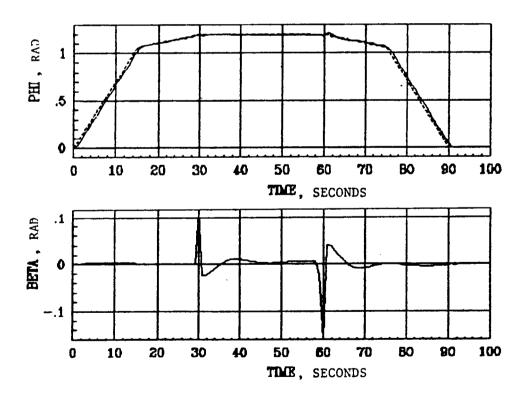


Figure 5-37. Roll Attitude and Angle of Side Slip Evolution Along the Constant Reynold's Number Constant Load Factor Flight Test Trajectory.

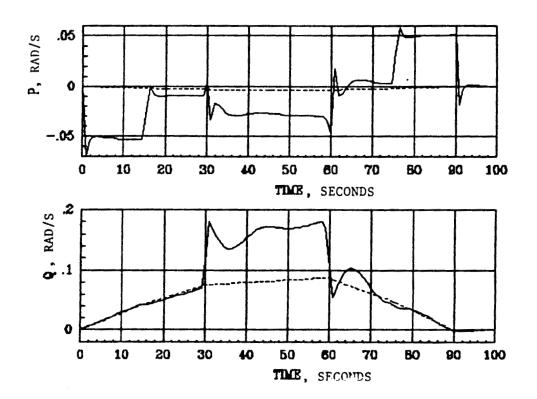


Figure 5-38. Roll and Pitch Body Rates along the Constant Reynold's Number Constant Load Factor Flight Test Trajectory.

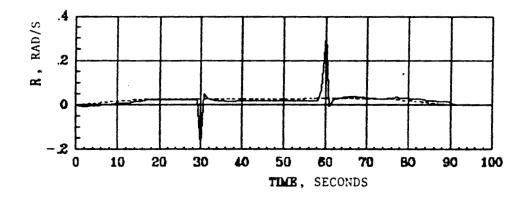


Figure 5-39. Yaw Body Rate along the Constant Reynold's Number Constant Load Factor Flight Test Trajectory.

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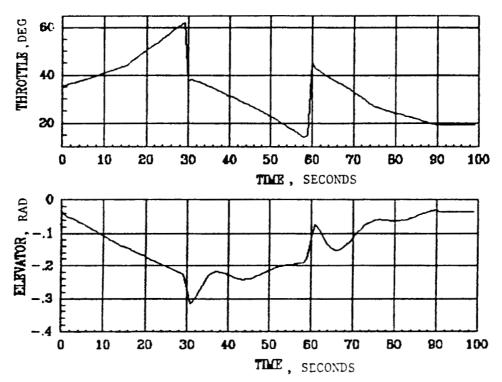


Figure 5-40. Throttle and Elevator Deflection along the Constant Reynold's Number Constant Load Factor Flight Test Trajectory

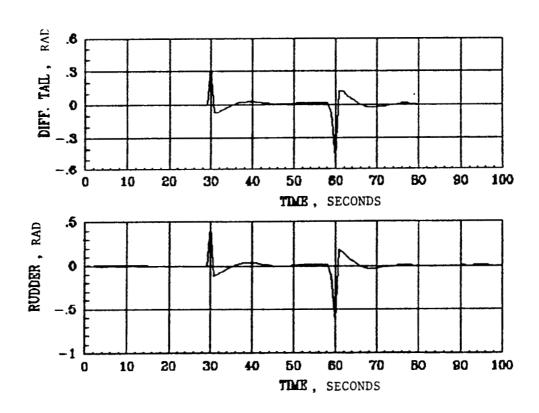


Figure 5-41. Differential Tail and Rudder Deflection Along the Constant Reynold's Number Load Factor Flight Test Trajectory.

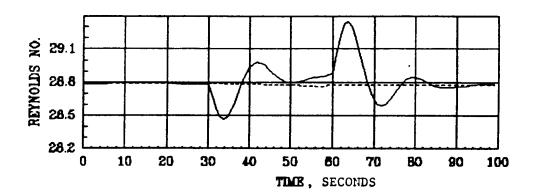


Figure 5-42. Reynold's Number Along the Constant Reynold's Number Constant Load Factor Flight Test Trajectory.

SECTION 6 SUMMARY AND FUTURE WORK

This report summarizes the analysis done in the first phase of a study for developing and validating a flight test trajectory controller for eight maneuvers. System modeling, control design results, control design technique evaluation, validation and software deliverable results and conclusions are summarized here. This final section describes future work which will build upon this study in the further validation and flight testing of these flight test trajectory controllers.

6.1 SYSTEM MODELING

With newly developed linearization tools by NASA Ames Dryden Flight Research Facility, the linear airframe models are straight forwared to obtain. Command augmentation system CAS models are important and although they complicate the maneuver autopilot designs, they are essential since the maneuver autopilot must work through the CAS in the manned simulation or in the F-15 itself.

The output analytical constrained relations developed in section 3 which discusses maneuver modeling were found to be fundamental in achieving a consistent maneuver autopilot. The nonlinear aerodynamics can be effectively reduced to a reference command table by appropriate linearizations throughout the flight envelope. A small number of linear perturbation models can be used to decompose the eight desired maneuvers into a few sets of linear perturbation equations.

6.2 CONTROL DESIGN RESULTS

Output feedback controllers with appropriate integral aerostates were found to be the simplest form of feedback controllers. Integral aerostates must be chosen carefully to avoid controllability problems which are

problematic in the design stage. The use of a guaranteed stability margin in the control design technique was found to be a powerful method when working with the high order augmented and coupled models. It was found that a five second response time with a minimal amount of overshoot was straightforward to achieve at all design points.

6.3 CONTROL DESIGN TECHNIQUE EVALUATIONS

The eigenstructure assignment technique was found to work well on a bare airframe but with a complex augmented model was not useful as a design technique because there is no procedure to perform a converging iterative design approach.

The minimum error excitation output feedback method with a preliminary guaranteed stability margin full state design worked well at all flight conditions.

6.4 MANEUVER AUTOPILOT VALIDATION

The maneuver autopilots were validated in a linear simulation. The tracking response for reasonably high performance maneuvers were found to be quite acceptable, and except for exceeding the control authority at isolated points, is ready for further testing in a full nonlinear simulation.

6.5 SOFTWARE DELIVERABLES

The tools used in model development control design evaluation and design throughout the envelope as well as validation were made available to NASA Ames Dryden Flight Research Facility. These included a time varying simulation mechanized in ISI's MATRIX SYSTEM_BUILD (see Appendix A). In addition a stand alone program which performs a three dimensional

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interpolation in state variables and converts this through the interpolation into a 1D table as a function of time for a specific maneuvers was developed and also delivered to NASA. The 1-D interpolation in time can then be used in SYSTEM_BUILD to mechanize a time varying simulation. Documented command files were delivered for the model generation, control law design, and construction of linear simulation using a single model throughout the flight maneuver. Command files for building, loading the data and executing a time varying simulation model were also provided.

6.6 FUTURE WORK

The next phase of this study will involve validation of flight test trajectory control laws in a batch nonlinear simulation. The gain scheduled linear perturbation controllers developed in this study Are currently ready for validation in such a simulation. The fineness of the discretization both of the reference commands and linear perturbation models may need to be revised in the next phase. An open-loop simulation of the reference control values will give an initial check of the accuracy of our nonlinear tabular model. The nonlinear simulation provided by NASA Ames Dryden Flight Research Facility will include both the CAS model as well as the airframe dynamics and Sensor models. The structure of the nonlinear control law, while only outlined here, was developed to a point where with some symbolic or algebraic manipulation by hand, it can be mechanized on the nonlinear simulation. The advantage of this control law is that a single set of gains will work for all maneuvers throughout the envelope. Such a transformed linear system can be easily controlled and the resulting gains back transformed with the nonlinear equations to give a nonlinear control law.

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APPENDIX A

FLIGHT TEST TRAJECTORY CONTROLLER SYNTHESIS
WITH CONSTRAINED EIGENSTRUCTURE ASSIGNMENT

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INTRODUCTION:

This Appendix gives the details of research conducted on the eigenstructure assignment. The material in the Appendix A-I was presented as a paper in the 1985 American Control Conference at Boston. Appendix A-II and A-III give the aircraft - CAS models and the constrained eigenstructure designs at two flight conditions. Appendix A-IV gives the desired eigenvalues and eigenvectors used in the synthesis.

The aircraft - CAS model used here is of the form

$$\dot{x} = Fx + Gu$$

 $y = Hx$

where:

the state variables x are the perturbed values of

- V, total airspeed
- α, Angle of attack
- q, pitch body rate
- 0, pitch attitude
- ß, angle of sideslip
- p, roll body rate
- Y, yaw body rate
- φ, roll attitude
- h, altitude

engine actuator state and 21 CAS states

U: the control vector consists of perturbed values of throttle, elevator, differential tail and rudder.

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y: the measurement vector and consists of the perturbed values of

p: roll angular acceleration

An: normal acceleration

q: pitch rate

q: pitch angular acceleration

p: roll rate

 $A_{y,i}$: y-body acceleration, not at the vehicle center of gravity

r: yaw angular acceleration

r: yaw rate

h: altitude

M: mach number

 α : angle of attack

n: load factor

φ: roll attitude

θ: pitch attitude

h: altitude rate

UB: x-body axis velocity

 A_{nx} : x-body axis acceleration at vehicle C.G.

CONCLUSIONS:

The constrained eigenstructure assignment design procedure in its present form demands several iterations to converge to a satisfactory design and does not appear to easily yield suitable insight for output feedback design of high order multivariable systems. If a rational method to generate an achievable set of desired eigenvectors is devised, this technique will be made more attractive.

APPENDIX A-I

PAPER PRESENTED AT 1985 ACC, JUNE 19-21 BOSTON, M.A.

FLIGHT TEST TRAJECTORY CONTROLLER SYNTHESIS WITH

CONSTRAINED EIGENSTRUCTURE ASSIGNMENT+

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P.K.A. Menon, H.A. Saberi, R.A. Walker
Integrated Systems, Inc.
101 University Avenue
Palo Alto, CA 94301

and

E.L. Duke

NASA Ames

Dryden Flight Research Facility/OFDC

Edwards, CA 93523

ABSTRACT

Flight test trajectory controller synthesis using constrained eigenvalue/ eigenvector assignment procedure is presented. Associated modeling problems and the difficulties encountered in employing this synthesis technique are highlighted.

^{*}Research supported by NASA-Ames-Dryden Flight Research Facility under Contract NAS2-11877.

1. INTRODUCTION:

Flight test trajectory control is a technique designed to aid in the collection of large quantities of high quality data. This technique has provided the means for flying maneuvers consistantly, precisely, and repeatably from flight to flight. Two versions of these controllers have been used: a closed-loop automatic system and an open-loop system providing manual piloting information. A closed-loop system used to collect performance, pressures, and loads data from the highly maneuverable aircraft technology (HiMAT) vehicle is described in [1]. The application of the open-loop system on the NASA F-111 transonic aircraft technology (TACT), F-15 airframe/propulsion system interaction studies, and F-15 shuttle tiles test programs are given in [2].

Originally, the open-loop flight-test-trajectory guidance algorithms were developed on-line, in a piloted simulation using cut-and-try techniques that was not only man power intensive, but often produced less than desirable controllers. A closed-loop system designed using one-loop-at-a-time classical design approach is documented in [3]. Full-state feedback approach for closed-loop system design using Linear quadratic synthesis is described in [4]. Both these approaches have limitations in terms of design methodology and controller complexity.

The research currently underway includes an exploration of various multivariable synthesis techniques for this problem. The first approach considered is that of constrained eigen value/eigen vector assignment [5]. A primary goal is to develop controllers based on output feedback so as to decrease controller complexity and to enhance robustness. The objective of this paper is to point out strengths and weakness of this technique when used in a, realistic, relatively a large problem such as required for flight test trajectory controllers.

2. THE FLIGHT TEST TRAJECTORY CONTROL PROBLEM:

Flight test trajectories are flown to evaluate an aircraft within its known operational envelope and to explore the boundaries of its capabilities. This makes the flight test trajectory control a very demanding task. Control systems designed for this purpose must not only operate satisfactorily in terms of keeping the flight test variables within acceptable tolerance but should also be reasonably insensitive to model parameter variations.

An approach to closed-loop flight test trajectory controller synthesis consists of linearizing the aircraft model at several flight conditions about the flight test trajectory and designing multivariable controllers, which in some sense minimizes the deviations from the reference path. Time varying nature of the linearized aircraft model along the reference path brings about the need for scheduling gains as a function of time or as functions of some important flight variables such as dynamic pressure, Mach number etc. The gain scheduling aspects will not be pursued any further in this paper, and in all that follows, discussions will center around a linear-time-invariant aircraft model. Further, though the flight test trajectory controller is discrete, in this preliminary stage it will be assumed that the sampling rate is sufficiently high, permitting the application of continuous control design techniques.

The aircraft under consideration is a high performance fighter with command augmentation system (CAS) engaged in all the three axes. The CAS is a highly nonlinear system with saturations, multiplicative nonlinearities and gain schedules. At a particular flight condition, this system can be approximated by a linear system with "equivalent" gains derived from nonlinear simulations. The aircraft model at the same flight condition is obtained from a generic aircraft linearization code developed at NASA-Dryden Flight Research Facility [6]. The state variables used are total speed, angle of attack and angle of sideslip, pitch rate, yaw rate, roll rate, pitch attitude, roll altitude and altitude. Throttle, rudder, elevator and differential tail constitute the control variables. The engine dynamics are modeled as a first order lag. Thus, the aircraft together with CAS at a particular flight condition is a coupled 31-st order system with four controls, the aircraft model having 10 states. A block diagram of the system

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with flight test trajectory controller (called the Maneuver SutoPilos ere) included in the loop is shown in Figure 1. Note that MAP controls the aircraft model is decoupled in long sudinal and lateral axes at a particular flight condition, the CAS introduces a strong coupling into the system. In concise terms, the chief objective of the present study is to synthesize the maneuver autopilot so as to effect satisfactory transient response. Six maneuvers have been analyzed, which are sketched below.

2.1 Level Acceleration/Deceleration

This is a wings-level, constant altitude maneuver with Mach number constant or changing at a specified rate.

2.2 Pushover, Pullup

7

This is a wings-level, constant Mach number maneuver in which angle of attack is varied a specified increment about the trim value at some specified rate.

2.3 Zoom and Pushover

The zoom and pushover is a wings-level, thrust stabilized less than lg maneuver. The flight trajectory is a parabolic path with the target Mach/altitude/angle of attack point at the apex.

2.4 Excess Thrust Windup Turn

This is a maneuver with angle of attack linearly increasing from the wings-level trim condition to some specified final value at a specified rate. The maneuver is performed at constant altitude and constant Mach number.

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2.5 Constant Throttle Windup Turn

This is a maneuver with angle of attack increasing linearly at a specified rate from trim to some specified final value. The maneuver is performed at a predetermined, constant thrust level. Mach number is maintained by trading potential for kinetic energy via an appropriate altitude rate.

2.6 Constant Reynolds Number and Constant Load Factor Trajectory

This maneuver is initiated at a predetermined load factor. Mach number, and dynamic pressure. Thus, the initiation of this maneuver is not necessarily the wings-level condition. This maneuver can be either an ascending or descending maneuver at a specified Mach number rate. Reynolds number and load factor are held constant throughout the maneuver. Altitude is gained or lost to maintain Reynolds number with changing Mach number.

The simplest of these is the level acceleration/deceleration trajectory and the MAP design for this maneuver will be used as the illustrative example in this paper.

3. OUTPUT FEEDBACK DESIGN:

As indicated earlier, output feedback is attractive because of simplicity. Further, gain scheduling will be essential in this situation and in order to minimize the amount of stored data, it is desirable to have a capability to impose control structural constraints.

Currently, several approaches are available for output feedback design, see Refs [5, 7-10] for example. It is not the purpose of this paper to compare and contrast these, but to evaluate a specific technique from an application point of view. Constrained eigen value/eigen vector assignment technique of [5] was used in this particular application with the hope that it would permit the generation of designs based on the classical notions of poles, zeros and their relative location in the complex plane. Additionally, the selection of this technique was motivated by the example

in [5], viz, the lateral axis stability Augmentation System for the L1011

airplane. Salient features of this approach are outlined in the following for clarity of the subsequent discussions.

3.1 Constrained Eigen Value Vector Assignment [5]:

Consider the linear time invariant system

$$\dot{x} = Ax + BU$$

$$y = Cx$$

with $X \in \mathbb{R}^n$, $U \in \mathbb{R}^m$, $y \in \mathbb{R}^r$ and A, B, C are real constant matrices of compatible dimensions.

It is desired to design a feedback controller of the form

$$U = Fy$$

with a structural constraint that some specified elements of F satisfy

$$f_{i,j} = 0$$

It is assumed that the system can be stabilized with given outputs y, and that any dynamic compensators required have been appended to the original system.

The design problem is: given a self conjugate set of scalars $\{\lambda_{i}^{d}\}$ $i=1,2\ldots r$, and a corresponding self conjugate set of n vectors $\{v_{i}^{d}\}$ $i=1,2\ldots r$, and a given controller structural constraint, find a real $m \times r$ matrix F such that r of the eigen values of A + BFC are "close" to the set $\{\lambda_{i}^{d}\}$ and the corresponding eigen vectors of A + BFC are "close" to the respective member of $\{v_{i}^{d}\}$.

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Note that if there are no constraints on the feedback matrix, it is feasible to place r desired eigen values exactly.

However, one is not at liberty to place $v_1, v_2 \ldots v_r$ by an artitrary set of desired closed loop eigen vectors $\{v_i^d\}$ i = 1, 2 ... r since this set might not belong to the set of assignable closed loop eigenvectors. It then becomes necessary to find some approximation to the set $\{v_i^d\}$ which is assignable, yet "close" in some sense to the original $\{v_i^d\}$. It will be seen subsequently that this is the main difficulty in the application of this technique to a complex problem such as flight test trajectory controller design.

Complete details of this approach can be found in [5]. It is perhaps of interest to note that in addition to the capability to handle controller structure constraints, this technique can be modified to accept partial specification of eigen vectors. This feature can be valuable in high order systems. In summary, to employ this synthesis approach, the following are required.

- (i) Based on the practical aspects of the problem, choose a minimal set of measurements which will permit the designer to achieve the desired performance. Introduce dynamic compensators such as integral feedbacks, lead-lag networks, etc., based on experience.
- (ii) Choose a set of desired eigenvalues and eigenvectors equal to the number of outputs.

While the selection of desired eigenvalues is often apparent in a given problem, the desired eigenvectors are difficult to select. A piece of information which might serve as a guide in this selection is the fact the closed loop eigenvectors \mathbf{v}_i corresponding to the closed loop eigenvalues λ_i must lie in the subspace spanned by the columns of the matrix $(\lambda_i \mathbf{I} - \mathbf{A}) \mathbf{\bar{B}}^1$. Further, the matrix C V, V = $\{\mathbf{v}_1, \mathbf{v}_2 \dots \mathbf{v}_r\}$ should be invertible. If the complete specification of desired eigenvectors are not feasible, a rough rule is to pick the entries in these eigenvectors as zeros or ones based on whether a particular measurement needs to contribute to a particular mode or not. In any case, constructing a set of desired eigenvectors that are assignable constitutes the most difficult part of this design technique.

4. FLIGHT TEST TRAJECTORY CONTROLLER SYNTHESIS:

As an illustrative example, constrained eigenstructure assignment technique is next used in the design of level acceleration/deceleration flight test trajectory. Alternate design approaches have been used for this maneuver and hence comparative evaluation was feasible. The level acceleration/deceleration maneuver requires the roll attitude to be maintained zero and the altitude to be held constant. The mach number should be maintained constant or should change at a specified rate. To ensure zero steady state errors, integral feedbacks are first introduced in the altitude and mach number channels. Since the mach number command can be a ramp, an additional integrator is required in this channel to decrease tracking errors. This, however, was not done because the tracking errors with a single integral feedback has been found to be within acceptable values.

The desired eigenvalues to be used in the design are clear at the outset, based on the four modes for aircraft model, viz, the phugoid, short period, dutch roll and roll convergence. The controller structure constraint in this flight maneuver is that the errors in lateral channel will be corrected using rudder and differential tail, while the errors in longitudinal channel will be corrected using elevator and throttle. In view of the time varying nature of the model, one would like to pick a set of eigenvalues and eigenvectors at a particular flight condition through extensive design iterations and then attempt to use these at other flight conditions.

The choice of desired eigenvectors is not clear at this point. Three approaches were tried with varying degrees of success. These are sketched in the following.

4.1 Minimally Restructered Eigenassignment

Since it is known that the closed loop eigenvectors lie in a subspace spanned by the columns of $(\lambda_1 I - A)$ \overline{B}^1 , $i=1,\ldots n$, linear combinations of these vectors were used as desired eigen vectors. The weights to be used in generating these linear combinations were constructed from the additional information that unassigned eigenvectors should be close to their open loop values in a least square sense.

4.2 Decoupling Eigenassignment

A variation to the above was attempted next. Since we are interested in having the least cross axis coupling in the controller as possible, the desired eigenvectors in the longitudinal channel may be chosen to that the responses from lateral channels are blocked, i.e. select eigenvectors as

$$\begin{bmatrix} (\lambda_{i} I - A) & B \\ - - - - & - - - \\ C_{LAT} & 0 \end{bmatrix} \qquad \begin{bmatrix} V_{i} \\ - - \\ W_{i} \end{bmatrix} \qquad \begin{bmatrix} 0 \\ - - \\ 0 \end{bmatrix}$$

$$V_{d} = \sum_{i=1}^{n} \alpha_{i} v_{i}$$

 $V_{\rm d}$ are the desired eigenvectors. $\alpha_{\rm i}$ are selected using the same criteria as 4.1. Though these two approaches could be made to work at each flight condition by iterating on the desired eigen values, they failed to easily produce a set of acceptable eigen vectors which could be used at other flight conditions. Next, partial specification of desired eigenvectors was attempted as follows:

4.3 Dominant Mode Eigenassignment

According to ref [5], complete specification of desired eigenvectors are neither necessary nor desirable. Depending on the states should or should not participate in a given mode, appropriate entries in the eigenvectors are made ones or zeros, leaving other entries free. With these eigenvectors, the desired eigenvalues are moved as far left from the imaginary axis as possible with least change in the location of unplaced eigenvalues. The desired eigenvectors so obtained appeared to work over most flight conditions. Note, however, that extensive iterations on the desired eigenvalues may often be required to produce a satisfactory design.

The open-loop eigenvalues for the aircraft-CAS linearized model at Mach 1.2 and 10000' altitude is given in table 1. The system has a pole on the right half of s plane. Partial specification of the desired eigenvectors are constructed next, based on the states that should or should not participate in a given measurement. The desired eigenvectors used in the present example are given in table 2. It can be seen from this table that no restriction has been placed on states associated with CAS. A manual iteration is now undertaken to determine the desired eigenvalues. Since the designer is interested in producing a stable system with as high a speed of response as possible, the eigenvalues to be moved are the ones closest to the imaginary axis. Hence, these are moved as far to the left of the imaginary axis as possible with least change in the location of other eigenvalues. Table 3 shows a set of desired eigenvectors obtained from this exercise. The output feedback gains obtained from the constrained eigenvalue/eigenvector design technique is given in table 4. Table 5 gives the closed loop eigenvalues. Comparing this with table 3 shows that the achieved eigen values are close to the desired ones.

In Figures 2 and 3, the time response of the system for a ramp mach number command are shown. A question that occurs naturally at this point is whether the design can be improved by further adjustment of desired eigen values and eigen vectors. Examination of the constrained eigen value/eigen vector approach yields no answer to this question.

5. CONCLUSIONS

Design of a maneuver autopilot for flight test trajectory control using constrained eigenvalue/eigenvector assignment was discussed. Difficulties encountered in the generation of desired eigenvalues and eigenvectors were outlined. This approach demands several iterations to converge to a satisfactory design and does not appear to easily give suitable insight for output feedback design of high order multivariable systems which will be used at other operating points. If a rational method to generate an achievable set of eigenvectors is devised, this technique will be made more attractive. One possibility might be to generate gradients of the eigensystem between flight conditions and include this information in the single point design technique.

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TABLE 1. OPEN-LOOP EIGEN VALUES FOR AIRCRAFT-CAS LINEARIZED MODEL AT MACH
1.2 AND 1000's ALTITUDE

-5.9456D+01 +2.0293D+01i	-1.2176D+01 +1.0192D+01i
-5.9456D+01 -2.0293D+01i	-1.2176D+01 -1.0192D+01i
-1.3674D+02 -3.2629D-15i	-2.9438D+00 +5.3113D+00i
-4.8879D+01 +3.0434D-17i	-2.9438D+00 -5.3113D+00i
-8.7758D+01 +5.8218D+01i	-2.3186D-01 +1.8504D-01i
-8.7758D+01 -5.8218D+01i	-2.3186D-01 -1.8504D-01i
-1.0180D+02 +5.1723D-15i	-3.4734D-01 -7.4748D-19i
-1.0000D+02 +4.2144D-15i	-6.5704D-02 -8.2699D-18i
-8.8198D+01 +3.5469D-16i	3.1435D-04 +4.3959D-03i
-2.3286D+01 +8.2436D-17i	3.1435D-04 -4.3959D-03i
-7.4117D+00 +3.3574D+01i	-5.4174D-01 +0.0000D+00i
-7.4117D+00 -3.3574D+01i	-5.0000D-01 +0.0000D+00i
7.9725D+00 +8.2655D+00i	1.4997D-03 +0.0000D+00i
-7.9725D+00 -8.2655D+00i	-2.7600D-01 +0.0000D+00i
	-2.0000D-01 +0.0000D+00i
	-1.0000D+00 +0.0000D+00i
	-1.9200D+01 +0.0000D+00i

TABLE 2. DESIRED EIGEN VECTORS AND THEIR INTERPRETATION "99" STANDS FOR UNSPECIFIED COMPONENTS

Measurements M ſΜ $I_{\mathbf{h}}$ ħ \mathbf{P} h ٥. ٥. ٥. 99. 99. 99. 0. 0. 99. 99. 0. 0. 99. 1. 0. 99. 0. 0. 99. 99. 0. ٥. ٥. 99. e 0. 0. 1. 99. ٥. 99. 0. ٥. 0. ٥. ٥. 0. ٥. 0. ٥. 0. 99. 1. ٥. 99. ٥. ٥. ٥. 0. p 0. ٥. ٥. ٥. ٥. ٥. ٥. Ō. 1. 99. 99. 99. 0. 0. ٥. 0. 0. 0. 1. 99. 99. ٥. 99. 99. h ٥. ٥. ٥. ٥. 99. Thrust 1. ٥. ٥. Actuator 99. 99. 99. 99. 99. 99. 99. **9**9. 99. 99. 99. 99. 99. 99. 99. 99. States 99. 93. 99. **9**9. 99. CAS States 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. **9**9. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. **9**9. **9**9. 99. **9**9. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. 99. **9**9. **99**. **99.** 99. 99. 99. 99. 99. 99. **99. 99. 99.** 99. 99. 99. 99. 99. 99. 99. 99. 99. JM 99. **9**9. 0. 0. **9**9. 99. 1. 0. 99. 99. 99. **99.** 0. 1. Jh 0.

TABLE 3. DESIRED EIGEN VALUES

```
-2.0000D-01 +2.0000D-01i
-2.0000D-01 -2.0000D-01i
-1.5000D-01 +1.0000D-01i
-1.5000D-01 -1.0000D-01i
-1.4000D-01 +1.4000D-01i
-2.5000D-01 +0.0000D+00i
-1.4000D-01 +0.0000D+00i
```

TABLE 4. OUTPUT FEEDBACK CONTROLLER

```
δT
δе
δa
δr
                                                                                                     δф
    -2.6554D-02 -6.7021D-02 -4.2989D-02 -1.1488D+02 -1.0926D+02 -1.3532D+03 -1.3895D+02 -2.7503D-03
                                                                                                      δp
               4.1906D-01 5.9632D-02 2.93940+02 -6.44940+00 -4.93720+01 -7.93140+00
     1.32550-01
                                                                                      5.89630-03
                                                                                                      δh
                               0
                                            0
                                                      0
                                                                              0
    -6.00670+00 -5.10920+01
                                                                   0
                                                                              Õ
                                                                                          Ŏ
                                           0
                                                      0
                                                                   0
     2.60419-01 -2.31169+00
                               0
                                                                                                      ξħ
                                                                                                      δaχ
                                                                                                      δM
                                                                                                      I SM
                                                                                                      1 & P
```

TABLE 5. CLOSED LOOP EIGEN VALUES

```
-1.3612D+02 +7.9936D-15i
                             -4.13919+00 -1.40549+01i
                              -4.13919+00 +1.40549+01i
-1.1955D+02 +2.4338D-15i
-1.0000D+02 +6.1189D-16i
                              -3.2028D+00 +4.0631D+00i
-8.8194D+01 +4.5058D-15i
                              -3.20289+00 -4.06319+00i
-8.8004D+01 -5.7886D+01i
                              -1.00000+00 +0.00000+00i
-8.8004D+01 +5.7886D+01i
                              -6.9439D-01 +6.7315D-01i
-6.1080D+01 +2.1706D+01i
                              -6.94390-01 -6.73150-01i
-6.1080D+01 -2.1706D+01i
                             -5.00003-01 +0.00009+00i
-4.90650+01 +1.09590-16i
                             -4.7765D-01 +0.0000D+00i
-2.6024D+01 +6.4031D-15i
                             -3.4069D-01 +1.1513D-17i
-1.9200D+01 +0.0000D+00i
                             -2.7000D-01 +1.3002B-17i
-5.41870+00 +3.30730+01i
                             -2.5000D-01 +1.3092D-17i
-5.41879+00 -3.30739+01i
                             -2.0045D-01 -2.0037D-01i
-5.0713D+00 -4.4306D+01i
                             -2.0045D-01 +2.0037B-01i
                                                            desired
-5.0713D+00 +4.4306D+01i
                             -1.5000D-01 -1.0000D-01i
                                                            eigenvalues
                             -1.50009-01 +1.00009-01i
                             -1.4000B-01 -1.4000B-01i
                             -1.4000B-01 +1.4000B-01i
```

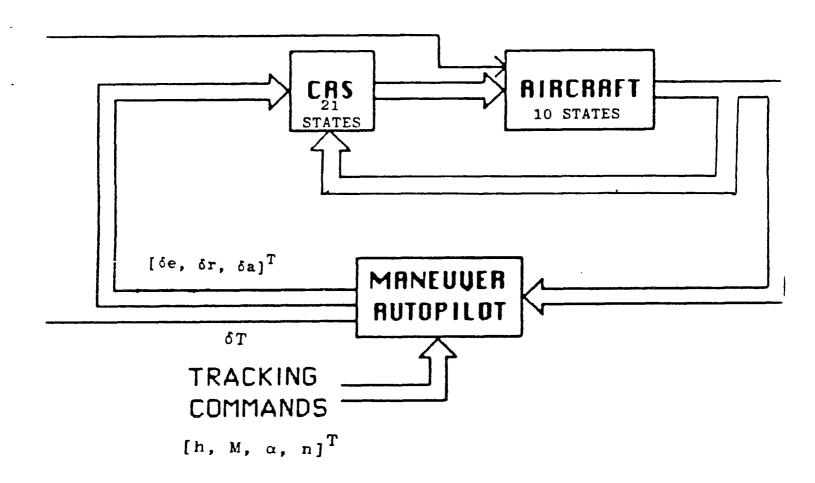


Figure 1. Flight Test Trajectory Control System

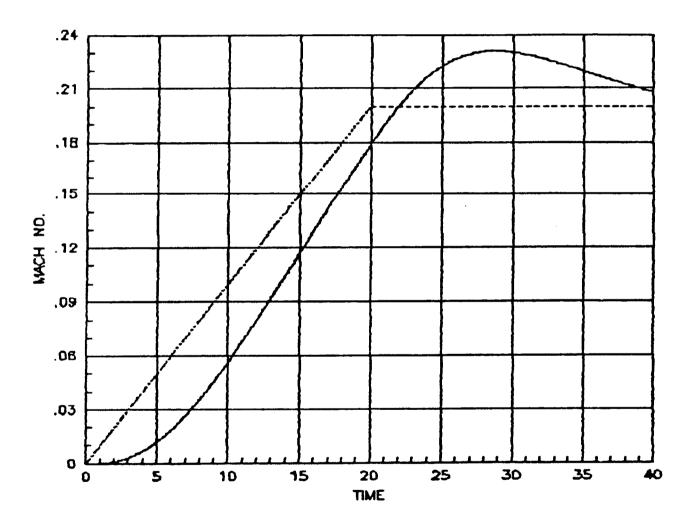


Figure 2. Mach No. vs Time Response for a Ramp Mach No. Command

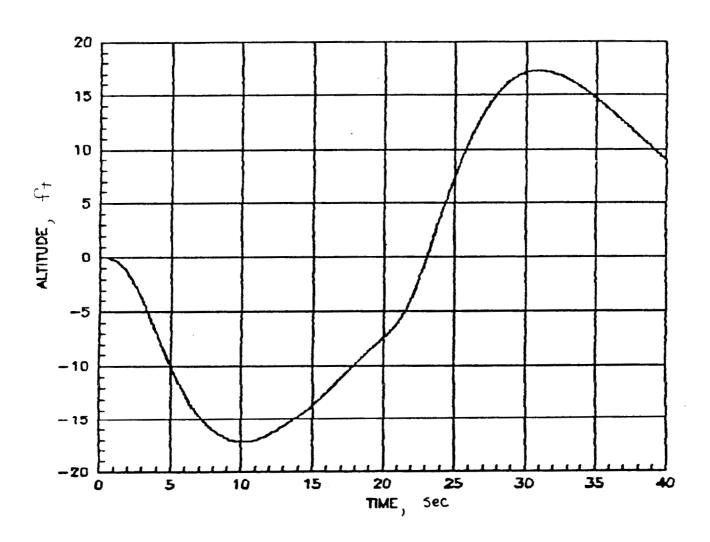


Figure 3. Altitude vs. Time Response for a Ramp Mach No. Command

APPENDIX A-II

AIRCRAFT - CAS LINEARIZED MODEL AND FTTC DESIGN USING EIGENSTRUCTURE ASSIGNMENT AT 1.2 MACH, 10000 ALTITUDE

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1. F Matrix (31 x 31)

```
CULUMN:
           1 THF 2 (
 7.31781-02
             -5.5611F+01
                           -1.7893F 17 -3.21440+01
                                                                   0.00000400
                                                      0.000000+00
-2.95580-05 -2.33420+0C
                           1.00001-00
                                        -1.16791-06
                                                      0.000000-00
                                                                    0.00001+00
                           -5.15740+00
 7.35430-03
                                                      0.00000+00
                                                                    0.000001+00
             -1.0458i+02
                                         1.05341-03
 0.00200+00
              0.00000+00
                           1.000001+00
                                         0.00000+00
                                                      0.000000+00
                                                                    0.00000+00
              0.00001-00
                           0.00001+00
0.00000+00
                                         00+40000.0
                                                     -5.07936-01
                                                                   1.19140-02
6.00000+30
              0.00000+00
                           0.00001:+00
                                         0.00000+00
                                                     -1.13270+02
                                                                   -5.0653I+00
              0.00000400
                           0.00000+00
                                         0.00000+00
0.00000+00
                                                      3.00490401
                                                                   -6.07550-03
0.00068+00
              0.00001-00
                           0.00001+00
                                         0.00001+00
                                                      0.00000+00
                                                                   1.0000D+00
             -1.29291+03
€.000000+00
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                                         1.29290+03
                                                      0.000000400
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                                                                   0.00001+00
1.87191-01
              6.70791+52
                           3.59291+02
                                         2.06581-02
                                                     -1.3253H02
                                                                   -5.9264D+00
0.00000+00
              0.00001+00
                           -5.16E7D+00
                                         0.00001+00
                                                      0.00001+00
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-3.74370-01
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                           -7.18590+02
                                        -4.13168-02
                                                      2.65050+02
                                                                   1.18531+01
1.87190-02
             6.70790+01
                           3.59291+01
                                        2.06581-03
                                                     10:42532.1-
                                                                   -5.92641-01
1.87199+00
             6.70790+03
                           3.59290+03
                                        2.06581-01
                                                     -1.32530+03
                                                                  -5.92640401
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                                                                   -3.5013D+02
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                           0.00001:+00
                                        0.00000:+00
                                                                   0.00000+00
                           0.00000+00
             0.00000+00
                                        0.00000+00
                                                     0.00003+00
8.00000+00
                                                                   0.000000+00
                                        0.00000+00
                                                                   0.00001+00
4.00003+00
             0.60000+00
                           0.00005+00
                                                     0.00003+00
```

```
COLUMNS 7 THRU 12
 0.00000+00
              @.0000P+0C
                           1.54400-03 3.79620-01
                                                      0.00000+00
                                                                    0.00000+00
 0.00000+00
              0.00001+00
                           0.00001+00
                                        -3.4866P-06
                                                      0.00000+00
                                                                    0.00000+00
6.00000+00
              0.00000+00
                           -5.03521-08
                                         2.91381-06
                                                      0.00000+00
                                                                    0.000000+00
0.00000+00
              0.00000+00
                           0.00000+00
                                         0.00000+00
                                                      0.00000+00
                                                                    0.0000I+00
-9.9993D-01
              2.48601-02
                           0.00000+00
                                         0.00000+00
                                                      0.00000+00
                                                                    0.00000-00
9.95659-01
              0.00001+00
                           0.00000+00
                                         0.0000D+00
                                                      0.00001+00
                                                                    0.00000+00
              0.00000+00
-1.056BD+00
                           0.00000+00
                                         0.00000+00
                                                      0.00000+00
                                                                    0.00001+00
1.19150-02
              0.00000+00
                           0.00000+00
                                         0.00001+00
                                                      0.00003+00
                                                                    0.0000D+0C
                           0.00000+00
              0.00000+00
                                         0.00000+00
                                                      0.00000+00
                                                                    0.00000+00
0.00(+0D+00
6.00000480
              0.0000D+0C
                           Q.0000D+00
                                        -2.0000P-01
                                                      0.00000+00
                                                                    0.00000+00
1.16490+00
              0.00000+00
                           -1.03201-06
                                        -5.36670-05
                                                      -5.00000+01
                                                                    3.00000+01
0.00000+00
              0.00000+00
                           0.00000+00
                                         0.00000+00
                                                      0.00000+00
                                                                   -3.33330-01
0.00000+00
              0.00000+00
                           0.00001+00
                                         0.00000+00
                                                      1.50003+00
                                                                   0.00000+00
8.000GD+00
              00+10000.0
                           0.0000D+00
                                         0.000000+00
                                                      0.00000+00
                                                                   0.00000+00
                                                                   -6.00001+01
-2.32960+00
              0.00000+00
                           2.06400-06
                                         1.07330-04
                                                      0.00000+00
1.1649D-01
              0.0000D+DC
                           -1.0320D-07
                                        -5.36E7D-06
                                                      8.00000+00
                                                                   3.00000+00
1.1649D+01
              0.0000I+00
                           -1.03201-05
                                        -5.36671-04
                                                      0.00000+00
                                                                   3.000000+02
0.0000D+00
              0.00001→00
                           0.0000D+00
                                        0.00000+00
                                                      0.00000+00
                                                                   0.0000D+0C
8.00000+00
             0.00000+00
                           0.0000D+00
                                         0.00009+00
                                                      0.00009+00
                                                                   0.0000D+00
              0.00000+00
0.00000+00
                           @.0000D+00
                                        0.00000+00
                                                      0.00003+00
                                                                   0.00005+00
-1.05339+01
              0.00000+00
                           0.00000+00
                                         0.00000+00
                                                      0.00000+00
                                                                   0.00003+00
8.80009401
              0.00000+00
                           0.00000+00
                                         0.00000+00
                                                      8,00003+00
                                                                   0.00000+00
0.00000+00
              00+10000.0
                           0.0000D+00
                                         0.00000+00
                                                      0.00000+00
                                                                   0.00000+00
0.00000+00
              0.00001+00
                           0.00000+00
                                         0.00000+00
                                                      0.00000+00
                                                                     .000000+00
0.0000D+DC
               .000000+00
                           0.00007+00
                                        0.00000+00
                                                        .000001-00
                                                                     .0000D+0C
6.0000D+00
             0.00001→00
                           0.00000+00
                                        0.00001+00
                                                      0.00000+00
                                                                     0000I+0C
8.00000+DC
             0.00000+00
                                        0.00000+00
                           0.00000+00
                                                        000000+00
                                                                     000001+00
0.00000400
             0.00000+00
                           0.00000+00
                                        0.00000+00
                                                      0.00000+00
                                                                     000000+00
             0.00000+00
0.00000+00
                           0.00000+00
                                        0.00000+00
                                                      0.00000+00
                                                                     000000+00
8.00000+00
             0.00000+00
                           0.00000+00
                                        0.00000+00
                                                      0.00000+00
                                                                   0.00000+00
0.00000490
             0.00000+00
                           6.00000+00
                                        0.00000+00
                                                      0.80009+00
                                                                   @.000G2+00
```

F Matrix (Cont'd)

```
COLUMNS 13 THRU 18
6.00020400
                            0.00000+00
              0.00001400
                                          8.00002+00
                                                       0.00000+00
                                                                   -9.01840+00
0.00000+00
              0.0000[→00
                            0.00000+00
                                          0.00000+00
                                                       0.00000+00
                                                                    -2 TE300-01
0.00000+00
              0.0000f+0G
                            0.00000+00
                                          0.00000+00
                                                       0.00000+00
                                                                    -4.5153D+01
0.00000+00
              0.00007+00
                            0.00001+00
                                          0.00000+00
                                                       0.00000+00
                                                                     0.00001+00
0.00000+00
                .00001+00
                            0.00000-00
                                          0.00000+00
                                                       0.00000+00
                                                                     0.0000D+00
0.00000+00
              0.00001+00
                            0.00001+00
                                          0.00001+00
                                                       0.00000+00
                                                                     0.00000+00
0.00000+00
                0000D+00
                            0.00001+00
                                          0.00000+00
                                                       0.00000+60
                                                                     0.00000+00
0.00000+00
                .00001-00
                            0.00000+00
                                          0.00000+00
                                                       0.00000+00
                                                                     0.00001+00
                                          0.00000+00
0.00000+00
              0.00000+00
                            0.0000D+00
                                                       0.000GD+00
                                                                     0.00000+00
0.00000+00
                00001+0C
                           0.000000+00
                                          0.00000+00
                                                       0.00000+00
                                                                     0.00000+00
0.00000+00
              0.00000+00
                            1.00000-01
                                         1.00000+01
                                                       0.00000+00
                                                                    -6.38100+02
                                          0.00005+00
0.000000+00
              0.00000+00
                           0.00000+00
                                                       8.00000+00
                                                                     0.00000+00
0.00000100
              0.0000P-00
                           0.00000+00
                                         0.00000+00
                                                       0.00000+00
                                                                     0.000001+00
1.000009+02
              -1.00007+02
                           0.0000D+00
                                          0.00000+00
                                                       0.00000+00
                                                                     0.00000+00
                                         0.0000D+00
0.00000+00
              0.00000+00
                           -3.00000)+01
                                                       0.00000+00
                                                                     1.27620+03
0.00008+00
              0.00000+00
                              000001+00
                                          0.00000+00
                                                       0.00003+00
                                                                    -6.3810D+01
0.00000+00
              0.00000-00
                             000001+02
                                          1.00000+02
                                                      -1.0000D+02
                                                                    -6.3810D+03
0.00000+00
              3.4904D-01
                             .0000D+00
                                         0.00000+00
                                                      3.49040-01
                                                                    -2.00000+01
0.00008+00
              0.00000+00
                             000000+00
                                         0.00000+00
                                                       0.00000+00
                                                                    0.00000+00
0.00000+00
              0.00000+00
                             00+C000
                                         0.00005+00
                                                       0.00000+00
                                                                     8.00000+00
0.00000+00
                             .00000+00
                                         0.00000+00
                                                       0.00003+00
              0.00000+00
                                                                     0.00000+00
0.00000+00
              C.0000D+00
                           0.00000+00
                                         0.00000+00
                                                       0.00003+00
                                                                     0.00009+00
0.00000+00
                             000000+00
                                           .00000+00
              0.00009+00
                                                      0.000000+00
                                                                    0.00000+00
0.00000+00
              0.00000+00
                             00000+00
                                           .000000+00
                                                      0.00009+00
                                                                    0.00000+00
0.00000+00
              0.00000+00
                             000000+00
                                           .00000+00
                                                      0.00009+00
                                                                     0.00009+00
0.00000+00
              0.0000t+00
                             00+10000
                                           .000000+00
                                                      0.000000-00
                                                                    0.00000+00
0.00009+00
                00000+00
                             000001+00
                                           00000+00
                                                       0.00003+00
                                                                     G. 000000+00
                           0.0000D+00
0.00000+00
             0.00000+00
                                         0.00000+00
                                                       0.00000+00
                                                                    0.00000+00
                           0.00000+00
             0.00000+00
                                           .000000+00
0.00000+00
                                                      0.00000+00
                                                                    0.00000+00
0.00009+00
             0.00000+00
                           0.0000D+00
                                           .000009+00
                                                      0.00003+00
                                                                    0.00000+00
0.00000+00
             0.00000+00
                           6.0000D+00
                                         0.00000+00
                                                      8.00000+00
                                                                    0.00000+00
```

```
COLUMNS 19 THRU 24
 G.00009400
              0.00000+00
                            0.00003+00
                                          8.00000+00
                                                       0.00009+00
                                                                     0.00000+00
              0.00000+00
                            0.00000-00
                                                        0.00000+00
                                                                     0.0000D+00
 0.00000+56
                                          0.00000+00
              0.00000+00
                                                        0.00000+00
                                                                       .00000+00
 0.00000+00
                            0.00007+00
                                          0.00000+00
              0.00000+00
                                                                       000000+00
6.00008+00
                            6.00000+00
                                          8.00000+00
                                                        8.00000+00
0.00000+00
             -2.08881-02
                            8.00001+00
                                          0.00000+01
                                                        0.00000+00
                                                                       00000+00
                                                        0.00000+00
                                                                       000001+00
0.000000+00
                            0.00001+00
                                          0.00000+00
              5.64580+01
              3.73450+00
                                                        0.00000+00
0.00000+00
                            0.00000+00
                                          0.00000+00
                                                                       000001+00
                                                                     6.0000D+00
0.00000400
              0.00000+00
                            0.00000+00
                                          0.00000+00
                                                       0.00003+00
                                                                       0000D+00
0.00000+00
              0.00000+00
                            0.00000+00
                                            .000000+00
                                                       0.00009+00
0.00000+00
              0.00000+00
                            0.00000+00
                                            .00000+00
                                                       0.00009+00
                                                                       .0000D+00
0.00003+00
              6.60560+01
                            0.00000+00
                                          8.0000D+00
                                                       0.00009+00
                                                                       000000+00
                                                       0.00000+00
                                                                     0.00000+00
0.0000D+00
              0.00001+00
                            0.0000D+00
                                          0.00001+00
0.00000+00
              0.00000+00
                            0.00001+00
                                          6.0000D+00
                                                       0.00003+00
                                                                     0.00000+00
                            0.0000D+00
              Q.0000D+00
                                          0.0000D+00
                                                       0.00009+00
                                                                     0.00000+00
0.80008400
                                          0.00000+00
                            0.00000+00
                                                                     0.00000+00
0.00000+00
              -1.3211D+02
                                                       6.00000+00
                            0.00000+00
                                          8.00000+00
                                                       0.00009+00
                                                                     0 000000+00
0.00000+00
              6.60560+00
                                                                     6.00000+00
0.00000+00
              6.60560+02
                            0.00000+00
                                          0.00000+00
                                                       8.800000+00
0.00000+00
              0.00000+00
                            0.0000D+00
                                          0.00000+00
                                                       0.00003+00
                                                                     0.000001+00
              0.00000+00
                                          0.0000D+00
                                                       0.00009+00
                                                                     0.0000D+00
-1.00000+02
                            0.00000+00
6.98080-01
              -2.0000D+01
                            0.00000+00
                                          0.00000+00
                                                       0.00000+00
                                                                     6.0000D+00
              -6.63990+00
                                          0.00000+00
                                                                     0.0000D+00
                           -8.6000D+01
                                                       0.00003+00
8.00009+00
                                         -B. B000D+01
                                                       0.00009+00
                                                                     6 0000D+00
8.00000+06
              0.00000+00
                            0.00000+00
                                         -5.0000D-01
              0.00000+00
                                                       -5.0000B-01
                                                                     0.00000+00
                            0.00000+00
6.00000+00
0.00000+00
              0.00000+00
                            0.00000+00
                                         -5.00000-01
                                                       -5.00000-01
                                                                     5.000CD-01
0.00000+00
                000000+00
                             . 43800+03
                                          3.43800+03
                                                       3.43800+03
                                                                     3.43800+03
0.00000+00
                .00000+00
                            0.00000+00
                                          0.00000+00
                                                       0.00000+00
                                                                       .000000+00
0.00003+00
                .000000+00
                            0.00000+00
                                          0.00000+00
                                                       0.00003+00
                                                                       000000+00
                .0000D+00
                            0.00000+00
                                          0.00000+00
                                                       0.00009+00
                                                                       . 0000D+00
0.00000+00
              0.00000+00
                            0.00000+00
                                          0.00000+00
                                                       0.00000+00
8.00000+00
                                                                     0.00000+00
0.00000+00
              0.00000+00
                            0.00000+00
                                         0.00000+00
                                                       0.00003+00
                                                                     0.00009+00
8.00009+00
              0.00009+00
                           0.00000+00
                                         0.00000+00
                                                       0.00009+00
                                                                     6.00000+00
```

F Matrix (Cont'd)

ORIGINAL PAGE IS OF POOR QUALITY

COLIPHN: 2	5 140 30 ·					COLUMN 31
0.0000D+0K	0.00000-00	0.00000-00	0.00000+00	0.00009+00	0.00001+00	0.00000+00
0.00000+00	0.0000D+DC	0.000027+00	0.00000+00	0.00000+00	0.0G00[+0C	0.00000+00
0.00000+00	0.0000D+00	0.00001+00	0.00000:+00	0.00000+00	0.0000D+00	0.00200+00
0.00000+00	0.00001+00	0.00005-00	0.00001+00	0.00000+00	0.00000+00	0.00000400
0.000000-00	0.0000D+0C	0.00000+00	0.00000+00	-3.8962D-02	0.00000+00	0.00000+00
0.000(0+00	0.0000[+00	0.000000+00	0.000000+00	-3.90640+00	0.000CI+OC	0.0000D+0C
0.000000+00	0.00000+00	0.00001+00	0.000000+00	-1.16340<01	0.00000+00	0.00000+00
0.000000+00	C.00001+00	0.0000100	0.00000:+00	0.00000+00	0.00000+00	0,00000400
0.00000+00	0.000000+00	0.000009+00	0.00001+00	0.00000+00	0.0000D+0C	0.00000+00
G. 000000+00	0.00001+00	0.00001+00	0.00000+00	0.00000+00	0.00001-00	0.00000+00
0.0000D+DC	0.00000+00	6.00007-00	0.000000+00	-4.57050+00	0.00000+00	0.00000+00
0.000000+00	0.00000+00	0.00001-00	0.00000+00	0.00000+00	0.000CD+0C	0.00000+06
0.00000+00	0.000000+00	0.00001:+00	0.00000+00	0.00000+00	0.00000+00	0.00000+00
0.00000+00	0.00000+00	0.00001+00	0.0000D+00	0.00000+00	0.00001+00	0.00000+00
0.00000+00	0.00000+00	0.00001:+00	0.00000+00	9.14100+00	0.0000D+0C	0.00000+00
0.00000+00	0.00001+00	0.00000+00	0.00000+00	-4.57051-01	0.00001+00	0.0000+00
0.00000+00	0.00001+00	0.00000+00	0.00000+00	-4.57050+01	0.0000D+0C	0.00000+00
0.00000+00	0.0000D+00	0.00001+00	0.00000+00	0.00000+00	G. 000000+0C	0.00000+00
0.00000+00	0.00001+00	0.00001+00	00+10000.0	0.00000+00	0.00007+00	0.00000+06
0.000000+00	0.0000D+00	0.00001-00	0.00001+00	0.00000+00	0.00000+00	0.00000+00
0.00000+00	0.00001→00	0.00001+00	0.00001+00	-1.29630402	6.00001+0c	0.00000+00
0.000GD+00	0.00000+00	0.00001-00	0.00000+00	0.00000+00	0.0000D+DC	0.0000D→00
0.00000+00	0.00000+00	0.00051+00	0.00000+00	0.00000+00	0.0000D+0C	0.00000+00
0.0000E+00	0.00001→00	0.00001+00	0.00000+00	0.00000+00	0.00000+00	0.00000+00
-6.000000+01	0.00000+00	0.00001:+00	0.00000+00	0.00000+00	C.000CD+0C	0.00000+00
5.000000-01	0.0000D+0C	0.00001+00	0.00000+00	0.00000+00	0.0000i+oc	0.00000+00
5.90000+01	5.90000+01	-£.90001+01	0.00001+00	0.00000+00	0.000GB+DC	-5.90000+01
0.00000+00	0.0000D+D0	1.00001-02	-1.00000+02	0.00000+00	0.0000D+0C	0.00000+00
0.00000+00	0.0000D+00	0.0000D+00	4.88660-01	-2.80000+01	0.00000+00	0.00000+00
0.00009+00	0.00000+00	0.0000i+00	0.00000+00	0.00000+00	-1.00005+0C	0.00009+00
0.00000+00	0.0000D+0C	0.0000F+00	0.00000+00	0.00000+00	1.92000+01	-1.92000+01

2. G-Matrix (31 x 4).

ORIGINAL PAGE IS OF POOR QUALITY

0.00000+00	O.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00
0.000CD+00	0.0000D+00	C.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00
0.00000+00	0.0000D+00	0.0000D+00	0.000000+00
2.00000-01	0.0000D+00	0.0000D+00	0.00000+00
0.0000D+00	1.0000D+01	0.0000D+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00
0.00000+00	0.0000D+00	0.0000D+00	0.00009+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00
0.0000D+00	1.0000D+00	0.0000D+00	0.00000+00
0.0000D+00	1.0000D+02	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00
0.0000D+00	0.0000D+00	1. 0 000D+02	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00
0.00000+00	0.00000+00	0.0000D+00	0.0000D+00
0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	3.43800+03
0.00000+00	0.0000D+00	0.0000D+00	0.000000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00

3. H-Matrix (17 x 31)

```
COLUMNS 1 THRU 6
               0.00000+00
  0.0000D+00
                            0.0000D+00
                                         0.0000D+00 -1.1327D+02 -5.0653D+00
                            0.0000D+00
  1.2151D-03
               9.3B10D+01
                                        -3.10620-05
                                                     0.00000+00
                                                                  0.00000+00
               0.000D+00
                            1.0000D+00
  0.0000D+00
                                         0.0000D+00
                                                      0.0000D+00
                                                                   0.0000D+00
  7.35430-03
              -1.0458D+02 -5.1574D+00
                                         1.05340-03
                                                      0.0000D+00
                                                                   0.00000+00
               0.0000D+00
 0.0000D+00
                            0.0000D+00
                                         0.0000D+00
                                                      0.00000+00
                                                                   1.00000+00
 0.00000+00
               0.0000D+00
                            0.0000D+00
                                         0.00000+00
                                                     -2.0410D+01
                                                                   0.0000D+00
                            0.00000+00
 0.00000+00
               0.00000+00
                                         0.00000+00
                                                      3.0049D+01
                                                                 -6.07551--03
 0.0000D+00
                           0.0000D+00
               0.0000D+00
                                         0.00000+00
                                                      0.0000D+00
                                                                   0.00000+00
               0.00000+00
 0.00000+00
                           0.0000D+00
                                         0.00000+00
                                                      0.00000+00
                                                                   0.00000+00
 9.2815D-04
               0.0000D+00
                            0.000000+00
                                         0.00000+00
                                                      0.00000+00
                                                                   0.0000D+00
              1.0000D+00
                           0.0000D+00
 0.0000D+00
                                         0.00000+00
                                                      0.00000+00
                                                                   0.0000D+00
 1.18920-03
               9.28130+01
                            0.0000D+00
                                        -1.26110-06
                                                      0.00000+00
                                                                   0.00000+00
 0.00000+00
              0.00000+00
                           0.0000D+00
                                         0.0000D+00
                                                      0.0000D+00
                                                                   0.0000D+00
                           0.0000D+00
 0.00000+00
              0.0000D+00
                                         1.00000+00
                                                      0.0000D+00
                                                                   0.0000D+0C
                           0.0000D+00
 0.00000+00 -1.29290+03
                                        1.29290+03
                                                      0.00000+00
                                                                   0.000000+00
                           0.0000D+00
 9.99940-01 -1.53810+01
                                        0.00000+00
                                                      0.00000+00
                                                                   0.00000+00
                                                     0.0000D+00
-2.2601D-03 -6.1083D-01
                           0.0000D+00
                                        8.83250-06
                                                                   0.00000+00
 COLUMNS
           7 THRU 12
                           0.0000D+00
             0.000000+00
                                        0.0000D+00
                                                     0.000000+00
                                                                  0.000000+00
9.95650-01
                           0.00000+00
                                                                  0.00000+00
                                       -3.77950-06
                                                     0.00000+00
0.00000+00
             0.0000D+00
                                                                  0.00000+00
                           0.0000D+00
                                        0.000000+00
                                                     0.00000+00
0.00000+00
             0.000000+00
                          -5.03530-08
                                        2.9137D-06
                                                     0.00000+00
                                                                  0.0000D+00
0.00000+00
             0.0000D+00
0.00000+00
             0.0000D+00
                           0.00000+00
                                        0.00000+00
                                                     0.00000+00
                                                                  0.00000+00
0.00000+00
             0.0000D+00
                           Q.0000D+00
                                        0.000000+00
                                                     0.00000+00
                                                                  0.0000D+00
                                                     0.00000+00
                                                                  0.00000+00
-1.05680+00
             0.000000+00
                           0.0000D+00
                                        0.0000D+00
                                        0.00000+00
                                                     0.00000+00
                                                                  0.00000+00
             0.00000+00
                           0.0000D+00
1.00000+00
                                        0.00000+00
                                                     0.00000+00
                                                                  0.00000+00
             0.0000D+00
                           9.7656D-01
0.00000+00
                           0.00000+00
                                                     0.00000+00
                                                                  0.00000+00
             0.0000D+00
                                        0.00000+00
0.00000+00
             0.0000D+00
                           0.00000+00
                                        0.00000+00
                                                     0.00000+00
                                                                  0.0000D+00
0.00000+00
             0.0000D+00
                           0.0000D+00
                                       -3.7834D-06
                                                     0.00000+00
                                                                  0.00000+00
0.00000+00
                                                                  0.00000+00
0.00000+00
             1.0000D+00
                           0.0000D+00
                                        0.0000D+00
                                                     0.00000+00
                                                                  0.00000+00
                           0.00000+00
                                        0.0000D+00
                                                     0.00000+00
0.00000+00
             0.0000D+00
                           0.00000+00
                                        0.00000+00
                                                     0.00000+00
                                                                  0.00000+00
             0.00000+00
0.00000+00
                           0.0000D+00
                                        0.0000D+00
                                                     0.0000D+00
                                                                  0.00000+00
0.00000+00
             0.0000D+00
                                                     0.00000+00
                           4.79630-05
                                       1.18050-02
                                                                  0.00000+00
0.00000+00
             0.00000+00
```

H-Matrix (Cont'd)

COLUMNS	13 THRU 18				
0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	9.5783D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	-4.51530+01
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.0000D+00
0.0000D+00		0.0000D+00	0.0000D+00	0.00001+00	0.0000D+00
0.0000D+00		0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00
0.0000D+00		0.0000D+00	0.00000+00	0.00000+00	0.0000D+00
0.0000D+00		0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00		0.0000D+00	0.0000D+00	0.00000+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	9.58470+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0:0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00	-1.6616D-01
COLUMNS 19	THRU 24				
0.0000D+00	5.6458D+01	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
	-8.3936D-01	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	3.7345D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00
0.000.D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00

H-Matrix (Cont'd)

DRIGINAL PAGE IS DE POOR QUALITY

COLUMNS 2	5 THRU 30				
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00	-3.9064D+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00
0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00
0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00	-1.5656D+00	0.00001+00
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00	-1.1634D+01	0.0000D+00
0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0,0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.0000D+00
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.00000+00
0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.00000+00	0.0000D+00	0.0000D+00	0.000000+00	0.00000+00	0.0000D+00
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.00000+00
0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	O 0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.000000+00	0.000000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00

COLUMN 31

0.0000D+00

0.00000+00

0.0000D+00

0.00000+00

0.00000+00

0.0000D+00

0.0000D+00

0.0000D+00

0.0000D+00

0.0000D+00

0.0000D+00

0.00000+00

0.0000D+00

0.0000D+00

0.0000D+00

0.00000+00

0.0000D+00

Controller Design

U = GAIN * z

where

z are perturbed values of $[\phi p h \dot{n} ax M \int M \int n]^T$

and

 $u = [\delta T \delta e_{ap} \delta a_{ap} \delta \gamma_{ap}]^T$

CAIN

COLUMNS 1 THRU 6
-2.6554D-02 -6.7021D-02 -4.2989D-02 -1.1488D+02 -1.0926D+02 -1.3532D+03
1.3259D-01 4.1906D-01 5.9632D-02 2.9394D+02 -6.4494D+00 -4.9372D+01
-6.0067D+00 -5.1092D+01 3.7164D-12 1.7632D-08 -7.0812D-12 6.1661D-10
2.6041D-01 -2.3116D+00 4.0677D-13 1.9321D-09 -4.5292D-13 7.2911D-11

CDLUMNS 7 THRU 8
-1.3895D+02 -2.7503D-03
-7.9314D+00 5.8963D-03
-1.8390D-11 3.6752D-13
-1.0162D-12 4.1311D-14

Open-loop eigenvalues:

ORIGINAL PAGE IS OF POOR QUALITY

```
-5.94561+01 +2.02930+01:
 -5.94560+01 -2.02930+011
 -1.36740402 -3.26290 15:
 -4.86791+01 +3.0434D-171
 -8.775-85+C1 +5.8218P+011
-8.77581+01 -5.82181+01i
-1.01601+02 +5.17230-15i
-1.00000+02 +4.21447-151
 -8.81961-01 +3.54691-161
 -2.32861+0: 48.24361-171
-7.4117D+00 +3.3574D+011
-7.41171-00 -3.35745-01i
-7.97257+00 +8.26557+001
-7.9725D+00 -8.265ED+001
-1.21769+01 +1.01920+01i
 -1.2176D+01 -1.0192D+011
-2.94380+00 +5.31130+00i
-2.94381+00 -5.31131+001
-2.34381-00 -5.31131-001

-2.31867-01 +1.85041-011

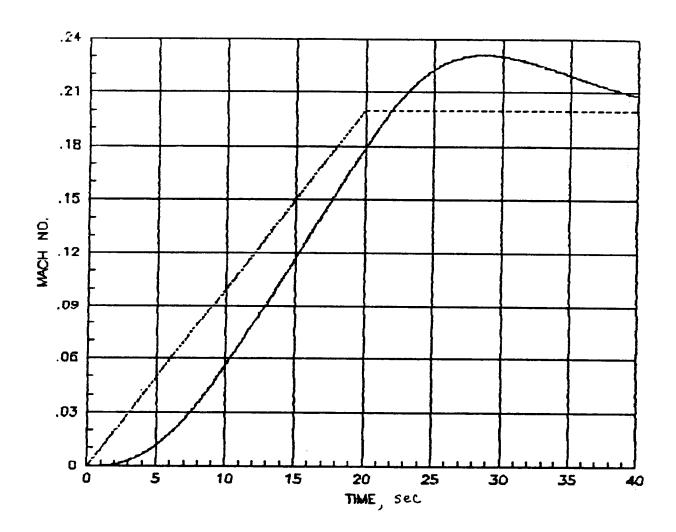
-2.31867-01 -1.85041-011

-3.47341-01 -7.47481-151

-6.57042-02 -8.26991-181
 3.14357-04 +4.39591-031
 3.14357-04 -4.39591-031
-5.41741-01 +C.00000+001
-5.00001-01 +0.00001+061
 1.49970-03 +0.00000+0ci
-2.76001-01 +0.00001+001
-2.00001-01 +0.00000+001
-1.0000D+00 +0.0000D+001
-1.92000+01 +0.00000+00i
```

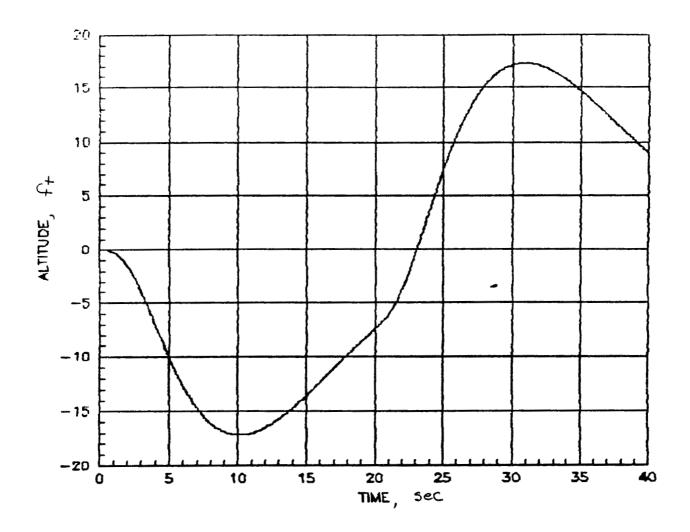
Closed-loop eigenvalues:

```
-1.36120+02 +7.99360-15i
-1.19550+02 +2.43380-151
-1.00000+62 +6.11891-161
 -8.8194D+01 +4.505BI-151
 -8.8004D+01 -5.7886D+011
-8.8004D+01 +5.7886D+011
-6.1080I-01 +2.17060+011
-6.1080D-01 -2.17060+011
-4.9065D+01 +1.0959I-161
-2.6024D+01 +6.4031D-151
-1.92000+01 +0.00000+001
-5.4187D+00 +3.3073D+011
-5.4187D+00 -3.3073D+011
 -5.0713D+00 -4.4306D+011
-5.07130+00 +4.43060+01i
-4.13910+00 -1.40540+011
-4.13910+00 +1.40540+011
-3.20280+00 +4.06310+00i
-3.2028D+00 -4.0631D+00i
-1.0000D+00 +0.0000D+00i
-6.94391-01 +6.7315D-01i
-6.94390-01 -6.73150-011
-5.00000-01 +0.00000+001
-4.77651-01 +0.00000+00i
-3.40691-01 +1.15131-171
-2.70001-01 +1.30025-171
-2.5000D-01 +1.3092D-17i
-2.0045T-01 -2.0037D-01i
-2.0045D-01 42.0037D-011
-1.5000D-01 -1.0000D-01i
-1.50000-01 +1.00000-01s
-1.4000P-01 -1.4000P-011
-1.40000-01 +1.40000-011
```



CLOSED-LOOP TIME RESPONSE

MACH NO VS TIME FOR A RAMP MACH NO COMMAND



CLOSED-LOOP TIME RESPONSE ALTITUDE VS TIME FOR A RAMP MACH NO COMMAND

APPENDIX A-III

AIRCRAFT - CAS LINEARIZED AND
FTTC DESIGN USING EIGENSTRUCTURE ASSIGNMENT
AT 0.7 MACH, 10000 ALTITUDE

PRECEDING PAGE BLANK NOT FILMED

```
COLUMNS 1 THRU 6
                                       -3.21440+01
                                                     0.0000D+00
                                                                   0.00000+00
1.17781-02 2.21250+01
                           00+10000.0
                                                                   8 800000+00
                           1.00000+00
                                         0.00000+00
                                                      00+10000.9
-1.24920-04 -1.32920400
                                                                   0.00000+00
                                         1.09761-03
                                                      0.00001+00
                           -3,124BI+00
7.62710-04 -6.62340+00
                                                                   0.00001+00
                                                      0.00000+00
                           1.00000+00
                                         0.00000+00
0.00000+00
             0.00000+00
                                                     10-4968B.S-
                                                                   3.34437-02
                           0.00000+00
                                         0.000001+00
 5.34810-13
             -2.71670 10
                           0.00001+00
                                         0.00001+00
                                                     -4.36560+01
                                                                  -2.82557+00
-3.47921-09
              8.91561-10
                                         0.00001+00
                                                      1.05737+01
                                                                  -4.85921-02
                           0.00001+00
-1.30231-10
             -4.97081-08
                                                                   1.000001+00
                           0.00005+00
                                         0.00001400
                                                      C.00000+00
0.000001400
              0.000001-00
                                                      0.00000+00
                                                                   0.00000+00
                                         7.541BI+02
0.00001-00
             -7.54180+02
                           0.00001+00
                                                      0.00000+00
                                                                   C.00001+00
                           0.00000+00
                                         0.00000+00
0.00001+00
              0.00001+00
                                                                  -3.30580+00
                                         2.24951-02
                                                     -5.10780+01
                           4 00960+02
 1.03801-01
              7.97750+02
                                                                   0.00000+00
                                         0.00000+00
                                                      0.00000-00
                           -5.16670+00
0.00000+00
              00+10000.0
                                         0.00001+00
                                                      0.00000+00
                                                                   0.00000+00
 0.00003+00
              0.00000+00
                           0.00000+00
                                                                   0.000001+00
                           0.00001+00
                                         0.00000+00
                                                      0.00003-00
                00001+00
 0.000001400
                                                      1.02160+02
                                        -4.4991D-02
                                                                   6.61160+00
-2.07531-01
                .59550+43
                           -R. 01910+02
                                                                   -3.30581-01
                                         2.24951-03
                                                      -5.10781+00
              7.97750+01
                           1.00960+01
 1.03801-02
                                                      -5.10780+02
                                                                  -1.30580+01
                                         2.24950-01
                            4.00967+03
              7.57750+03
 1.63800+00
                                                                    0.00001+00
                            0.00002+00
                                         0.00001-00
                                                      0.000007+00
 0.00000+00
              0.00000+00
                                         0.00000+00
                                                      0.000000+00
                                                                   -3.58130+02
                            0.00000+00
              0.00000+00
 0.00000+00
                                         0.00000+00
                                                      0.00000+00
                                                                    0.00000+00
              6.0000D+0C
                              000000+00
 0.00035+00
                                                                    1.05901-00
                                         6.00001+00
                                                      2.97000+01
              -5.54161-07
 1.12610-09
                            0.00000+00
                                                                    0.00001+00
                                         0.00000+00
                                                      0.00000+00
              0.00000+00
                              00001+00
 00+100000.3
                                                                    6.00000+00
                                         0.00000+00
                                                      0.00000+00
                              000001+00
 0.00000+00
               0.00000+00
                                                      0.000000-00
                                                                    0.00000-00
                              00001-00
                                           00+10000
               0.00000+00
 0.00000+00
                                                      0.00000+00
                                                                    0.00001+00
                              000000
                                         0.000000+00
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                            0.00000+00
               0.000CD+00
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 6 600001+00
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                              000000
                                           000000+00
 0.00000+00
               0.00000-00
                                                                    0.00000+00
                                                      0.00000+00
               0.00000+00
                            0.00000+00
                                           000000+00
 0.000003+00
                                                                    0.00000+00
                                                      0.00009+00
                            0.00000+00
                                           .000000+00
               0.00000+00
 G. 000000+00
                                                      0.000003+00
                                                                    0.00009+00
                            0.00001+00
                                           000001+00
               0.00000+00
 €.00003+00
                                                      0.000003+00
                                                                    0.00003+00
                            A. 000001+00
                                         0.00000+00
               0.00000+00
 0.00000+00
```

```
COLUMNS 7 THRE 12
                                                                   0.00009+00
                                       3.79240-01
                                                      0.000001+00
             0.00001+00
                           0.000001+00
0.00000+00
                                                      0.000001+00
                                                                   0.00000+00
                                        -1.61570-05
0.00000+00
              0.00000+00
                           0.00000+00
                                                                   0.00000+00
                                                      0.00000+00
                                        6.09521-06
             0.00000+00
                           0.000000+00
0.00000+00
                                                                    0.00000+00
                                                      0.00009+00
                                        0.00000+00
                           0.00000+00
0.00000+00
              0.00000+00
                                         0.000000+00
                                                      G. 00000P+00
                                                                    0.00000+00
              4.25970-02
                           0.00000+00
9.99440-01
                                                      0.00007+00
                                                                    0.00000+00
                                         0.00000+00
                           0.00000+00
1.54470+00
             -2.5849D-23
                                         0.00000+00
                                                      0.00000+00
                                                                    0.00000+00
                           0.00000+00
               .23120-24
                                                      0.00009+00
                                                                    0.00000+00
                           0.00000+00
                                         0.00000+00
3.34621-02
              0.00000+00
                                         0.00000+00
                                                                    0.00000+00
             0.000000+00
                           0.00000+00
                                                      0.000001+00
0.00003+00
                                                      0.0000P+00
                                                                    0.00000+00
0.00000+00
              0.00009+00
                           6.80005+00
                                        -2.00001--01
                                                                    3.00000+01
                                                      -5.00000+01
                           0.00000+00
                                        -3.0426D-05
1.80738+00
              2.58491-23
                                         0.00001+00
                                                      0.00001+00
                                                                     . 33330-01
0.0000D+00
              0.000000+00
                           8.00001+00
                                         0.00000+00
                                                      1.50002+00
                                                                    8.00000+00
                           0.00000+00
              0.00000+00
0.00900+00
                                         0.000001+00
                                                      0.00001+00
                                                                    0.00000+00
              0.00001+00
                           0.00000-00
8.00000+00
                                                      0.00000+00
                                                                    -6.00000+01
                                         6.08531-05
-3.61463+00
             -5.1699V-23
                           0.00000+00
                                                      0.00000+00
                                                                    3.00000+00
             0.000000+00
                           0.00000+00
                                        -3.04260-06
1.80730-01
                                                                    3.00000+02
                                                      0.00000+00
                           0.00000+00
                                        -3.04261-04
             -2.0680D-22
1.80739+01
                                         0.00000+00
                                                      0.00000+00
                                                                    0.00000+00
              0.000009+00
                           0.00000+00
0.00000+00
                                         0.000000+00
                                                      6.00000+00
                                                                    6.00000+00
             0.00000+00
                           0.00000+00
6.0000D+00
                                                                    0.00003+00
                                                      0.00000+00
                           0.00000+00
                                         0.00000+00
0.00000+00
             0.00003+00
                                                                    0.00009+00
                                                      0.000000+00
             -B. 0594D-07
8.00530+00
                             .000000+00
                                         0.00009+00
                                                      0.00000+00
                                                                    9.00000+00
8.80000+01
              0.00000+00
                           6.800001+00
                                         0.00000+00
                                                      0.00000-00
                                                                    0.00003+00
              0.00000+00
                             000001+00
                                         0.00000+00
6.0000D+00
                                                                    0.00000+00
                                                      0.00000+00
                           0.00000+00
                                         0.00000+00
0.00002+00
              0.000001+00
                                                                    0.00000+00
                                         0.000009+00
                                                      0.00000+00
                             .0000000
0.00001+00
              0.00003+00
                                                                    0.00000+00
                           0.00000+00
                                         0.00003+00
                                                      D.00003+00
0.00000+00
              0.000000+00
                                                                    0.00000+00
                           0.00000+00
                                           000007+00
                                                      0.00000+00
0 00001+00
              0.00000+00
                                                                    8 000003+00
                           0.00000+00
                                           .000001+00
                                                       0.00009+00
              6.00003+00
0.00000+00
                                                                    0.00000+00
                                         0.000000+00
                                                      Q.0000D+00
                           0.00000+00
              8.00000+00
0.00000+00
                                                      0.00003+00
                                                                    8.900003+00
              0.00000+00
                           0.00001+00
                                         0.00000+00
6.00003+00
                                                      0.00003+00
                                                                    8.00003+00
                           0.00000+00
                                         0.00009+00
             0.00000+00
6.0000H00
```

0.00001-00	00+40006.0	00+40000.0	00+40000.0	00+40000.0	00+40000 .0
00+€0000.0	00+40000.8	00+60000.0	00+40000.0	00+€0000.0	00+60000.0
00+€0000.0	00+40000.0	\$ \$0000+00	0.00005+00	0.00000+0	00+40000.0
00+40000.0	00+40000.0	00+1000019	9,00005+00	0.40000.0	00+400000.0
0.0000.0	0.00000.0	00+00000.0	0.00001400	0.00000+000	0.40000.0
00+40000'0	0.00000-0	00+40000 '8	0.00001+00	0.00000+0	0.00003+00
2'42801+02	3,43809+03	3.4380b+63	3,43805+03	00+40000.0	0.000010
10-40000 'G-	10-10000.2-	10-40000 'S-	00+10000 0	0.00001+000	0.40000.0
00+40000.0	10-40000.2-	10-40000 . &-	0.00000+00	0.00001-0	0.40000.0
00+40000.0	00+40000.0	10+40008 '8-	0.00000+00	0.40000.0	00+00000.0
00+40000.0	00+40000.0	00+1000019	30+00009'8-	2.06905+00	00+40000.0
00+40000.0	00+40000.0	0.00001-0	00+400001-0	-2.0000b+01	10-48086.3
00+40000.0	00+4000010	0.00003+00	00+4000010	0.00003+00	-1.00001-02
00+40000.0	00+4000010	00+0000018	0.00001-0	0.00000+00	00+40000.0
0.000010	0.000010	00+00000.0	00+00000 .0	2.22630+02	00+40000.0
00+40000,0	0.40000.0	00+400000	0.00001+00	5.22630+00	00+40000.0
00+40000.0	0.00003+000	0.40000.0	00+10000 0	10+07524.4-	0.40000.0
0.00003+00	0.40000.0	00+40000.0	00+40000 .0	00+40000.0	00+00000.0
0.00000.0	0.00000+0	00+40000.8	0.00001+00	00+40000.0	00-40000.0
0.00001-0	0.000010	00+40000.0	0.40000.0	00+40000-0	00+40000.0
00+40000.0	00+4000010	00+40000.6	00+40000.0	2.22630+01	00+40000.0
00+40000.0	0.40000.0	00+40000.0	0.00001+00	00+40000.0	00+40000.6
0.90008+00	0.40000.0	00+40000.0	0.00001+00	00+400000.0	00+40000.0
00+4000010	0.000010	00+40000.9	00+40000.0	0.40000.0	00+40000.0
0.40000.0	0.40000.0	00+10000.0	00+10000.0	2.11059+00	00+40000.0
00+40000.0	00+40000.0	00+40000.8	00+40000.0	10+46506.1	00+40000.0
00+40000.0	00+40000.0	00+40000.8	00+10000.0	-5'3£'\2 - 0\	00+40000.0
00+40000.0	00+40000.0	00+10000.0	00+10000.0	00+40000.0	00+10000.0
00+40000.0	00+40000.0	00+00000.0	00+10000.0	90+40000.0	0.00000+00
00+40000.0	00+40000.0	00+40000.8	00+40000.0	00+40000.0	00+40000.0
00+40000.0	00+10000.0	0.00001+00	0.40000.0	00+10000.0	00+40000.0
				AS USANT E	SOM NAKE 1

00+€0000'0 00+4000010 00+40000 10 00+400000.0 00+10000.0 00+60000.0 00+10000.0 00+40000.0 00+40000.0 0.0000.0 9.00009-00 00+40000.0 00+00000.0 00+00000.0 00+40000.0 00+40000 .0 00+40000.0 00+40000.0 00+40000'9 00+40000.9 00+10000 '0 00+40000*0 00+00000.0 00+40000.0 00-40000.0 00+40000.0 00+10000.0 00+40000.0 00+40000.0 00+4000010 00+40000.0 00+40000 0 00+40000 .0 00+40000.4 00+40000.0 00+40000'8 00+10000.0 00+40000.0 00+40000.0 00+10000.0 00+40000.0 00+40000.0 00+10000.0 00+40000'0 00+00000.0 00+40000.0 00+40000.0 00+0000010 00+10000.0 00+40000 '8 00+40000.0 00+00000.0 00+00000.0 00+40000'0 00000000 00+00000.0 00+40000.0 00+40000.0 00+40000,0 00+4000018 00+10000.0 00+40000'0 00+40000.0 00+40000 '0 00+40000'0 00+10000.0 00+00000.0 00+10000.0 00+40000.0 00+10000 '0 00+10000.0 00+00000.0 00+40000.0 00+60300.0 00+6000010 00+40000.0 80+4000010 00+40000 0 00+40000.0 00+10000-0 10-40000-5-00+00000.0 3.49043-01 3.49045-01 00+40000.0 \$0+00000.1 1.00009+02 00+40000.0 -5' eee01+03 50+4000011-00+00000.0 00+10000'5 00+40000.0 00+40000 '0 -5. 6660D+01 00+40000.0 00+10000.0 00+00000'0 00+40000.0 00+00000.0 -3'0000P+01 5.33190+02 -1.00001+02 1,00001-02 00+40000.0 00+40000.0 00+30000.0 00+40000.0 00+40000.0 00+00000.0 0.00001+00 00+40000.0 0.000016 00+46000'0 00+40000.0 00+40000.0 00+40000.0 00+00000.0 0.00000+00 0.000010 20+10999 2-00+40000'0 10+10000.1 10+40000.1 00+40000.0 00+40000.0 00.10000.0 00+10000.0 00+10000'0 00+10000 0 00+40000 0 00+40000*0 00-00000.0 00+40000.0 00+10000.0 0.416000.0 00+40000.0 00+0000610 00+40900.0 00+00000.0 0.00000+00 0.40000.0 00+10000 0 00+4000010 00+40000,0 00+000000 00+40000.0 00+00000.0 0.00000.0 00+4000010 00+40000.0 0.00000-0 00+40000.0 00+46000.0 00+40000 0 0.00001-0 00+40000.0 00+00000 0 00+10000'0 00+00000'0 00+0000010 00+4000010 00+40000.0 00+400000.0 00+40000.0 00+4000010 00+00000 0 00+40000.0 00+10000.0 30+43000.0 00+40000.0 90+49990.0 10-45216-1-00-10000.0 00+00000.0 90+00000.0 00+1000010 00+40000'0 00+10000 '0 10-46199"1-00+400000.0 0.00000-0 00+40000.0 00+40000.0 00+10000.0 -1140253+00 COF DURIS 13 LHISTI 18

OE FOOR GUALITY

F Matrix (Cont'd)

COLUMNS 2	15 THRU 30					COLUMN 31
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00	0.00000+00
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.00000+00	0.0000100
0.00000+00	0.0000D+00	0.00000+00	0.0000D+00	0.00000+00	0.00000+00	0.0000D+00
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.00000+00	0.00000+00
C.0000D+00	0.000000+00	0.0000D+00	0.0000D+00	-5.10770-02		0.00000+00
0.00000+00	0.00000+00	0.0000D+00	0.00000+00	-2.1310D+00	0.00000+00	0.00000+00
0.0000D+00	0.00001+00	0.00000+00	0.0000D+00	-5.14510+00	0.0000D+00	0.0000D+00
0.0000D+00	0.0000P+00	0.0000D+00	0.00000+00	0.0000D+00	0.0000D+00	0.00000+00
0.00000+00	0.00000+00	0.00000+00	0.00000+00	0.00000+00	0.00000+00	0.0000D+00
0.00000+00	0.00000+00	0.00000+00	0.00000+00	0.0000D+00	0.0000D+00	0.00000+00
0.00000+00	0.000000+00	0.0000D+00	0.0000D+00	-2.4933D+00	0.0000D+00	0.00001+00
0.00000+00	0.000000+00	0.0000D+00	0.00000+00	0.00000+00	0.00000+00	0.00007+00
0.0000D+00	0.00000+00	0.0000D+00	0.00000+00	0.0000D+00	0.00000+00	0.0000D+00
0.00000+00	0.00000+00	0.00000+00	0.00000+00	0.00000+00	0.00007+00	0.0000D+00
0.0000D+00	0.00000+00	0.00000+00	0.0000D+00	4.9866D+00	0.00000+00	0.0000D+00
0.00000+00	0.00000+00	0.00000+00	0.0000D+00	-2.4933D-01	0.0000D+00	0.0000D+00
0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	-2.49330+01	0.0000D+00	0.00000+00
0.00000+00	0.000000+00	0.00000+00	0.0000D+00	0.00000+00	0.00000+00	0.0000D+00
0.00000+00	0.00007+00	0.00000+00	0.00000+00	0.00000+00	0.0000D+00	0.0000D+00
0.0000D+00	0.00000+00	0.00000+00	0.0000D+00	0.000000+00	0.00000+00	0.0000D+00
0.00 00D+ 0 0	0.00000+00	0.0000D+00	0.00000+00	-6.41050+01	0.00000+00	0.0000D+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.0000D+00
0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.000 0D+ 0 0
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00
-6 .0000D+01	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.00000+00
5.0000D-01	0.0000D+00	0.00001+00	0.0000D+00	0.00000+00	0.00000+00	0.0000D+00
5.9000D+01	5.9000D+01	-5.9000D+01	0.0000D+00	0.0000D+00	0.00000+00	-5.90000+01
0.0000D+00	0.000000+00	1. 00 00D+02	-1.00000+0 2	0.0000D+D0	0.00003+00	0.00000+00
0.0000D+00	0.00000+00	0.0000D+00	4. 8 866D-01	-2.80000+01	0.00003+00	0.00000+00
C.0000D+00	0.00000+00	0.0000D+00	0.0000D+00	0.00000+00	-1.0000D+00	0.00000+00
0.00000+00	0.00000+00	0.0000D+00	0.000 0D+ 0 0	0.00000+00	1.52000+01	-1.9200D+01

G-Matrix (31 x 4)

```
0.00000+00
0.00000+00
              0.0000D+00
                                         0.00000+00
0.0000D+00
              0.0000D+00
                           0.0000D+00
                                         0.0000D+00
0.000D+00
              0.0000D+00
                           0.0000D+00
                                         0.00000+00
                                         0.00000+00
0.000000+00
              0.00000+00
                           0.00000+00
              0.0000D+00
                           0.0000D+00
                                         0.00000+00
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                           0.00000+00
                                         0.0000D+00
              0.0000D+00
0.000000+00
                                         0.00000+00
                           0.00000+00
0.00000+00
              0.0000D+00
                                         0.00000+00
                           0.00000+00
0.0000D+00
              0.0000D+00
                                         0.00000+00
0.00000+00
              0.0000D+00
                           0.0000D+00
              0.00009+00
                           0.00000+00
                                         0.0000D+00
2.0000D-01
0.00000+00
              1.00000+01
                           0.000000+00
                                         0.00000+00
0.0000D+00
              0.0000D+00
                           B.0000D+00
                                         0.00000+00
                                         0.00000+00
0.0000D+00
             0.00000+00
                           0.00000+00
                                         0.000000+00
                           0.00000+00
0.0000D+00
              0.00009+00
                                         0.00000+00
0.0000D+00
             0.00000+00
                           0.00009+00
              1.00000+00
                           0.00000+00
                                         0.00000+00
0.00000+00
                           0.00000+00
                                         0.0000D+00
0.0000D+00
             1.0000D+02
                           0.00000+00
                                         0.00000+00
0.000000+00
             0.0000D+00
0.0000D+00
             0.00000+00
                           1.00000+02
                                         0.00000+00
0.00000+00
                                         0.00000+00
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                           0.00000+00
                           0.0000D+00
                                         0.0000D+00
0.0000D+00
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0.00000+00
                                         0.00000+00
             0.00000+00
                           0.0000D+00
0.0000D+00
             0.00009+00
                           0.0000D+00
                                         0.00000+00
0.00000+00
             0.00000+00
                           0.00000+00
                                         3.4380D+03
0.0000D+00
                                         0.0000D+00
0.00000+00
             0.0000D+00
                           0.00000+00
                           0.000000+00
                                         0.00000+00
0.000000+00
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             0.000000+00
                           0.00000+00
                                         0.0000D+00
0.00000+00
             0.00000+00
0.0000D+00
                           0.00000+00
                                         0.00000+00
             0.00000+00
```

3. H-Matrix (17 x 31)

ORIGINAL PAGE IS OF POOR QUALITY

COLUMNS	1 THRU 6				
-3.47920-09	9.0949D-10	0.00000+00	0.0000D+00	-4.36560+01	-2.82553+00
2.93880-03	3.11170+01	5.89491-05	0.00000+00	0.00000+00	0.00000+00
0.00000+00	0.00000+00	1.0000D+00	0.00000+00	0.0000D+00	0.000000+00
7.62719-04	-6.6234D+00	-3.1248D+00	1.0976D-03	0.0000D+00	0.000001+00
0.00000+00	0.00000+00	0.00000+00	0.0000D+00	0.00000+00	1.00000+00
3.5246D-11	-6.36821-09	0.0000D+00	0.00000+00	-6.77380+00	0.00000+00
-1.3023D-10	-4.92070-08	0.00000+00	0.00000+00	1.05730+01	-4.85920-02
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.00000+00
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.00000+00
9.28150-04	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	1.000000+00	0.0000D+00	0.00000+00	0.0000D+00	0.00000+00
2.93090-03	3.1042D+01	2.91470-05	0.00000+00	0.00000+00	0.00000+00
0.0000D+00	0.00000+00	0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00
0.00000+00	0.00000+00	0.00000+00	1.00000+00	0.00000+00	0.0000D+00
0.0000D+00	-7.5418D+02	0.00000+00	7.541BD+02	0.00000+00	0.00000+00
9.99430-01	-2.5208D+01	0.00000+00	0.00000+00	0.00000+00	0.0000D+00
-2.67930-04	1.72930+00	-2.14200-08	5.58791-06	0.00000+00	0.00000+00
COLUMNS 7	7 THRU 12				
1.54470+00	0.0000D+00	0.00000+00	0.00000+00	0.00000+00	0.000000+00
0.00000+00	0.0000D+00	0.0000D+00	-5.17910-06	0.0000D+00	0.00000+00
0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.00000000	0.00000+00
0.0000D+00	0.0000D+00	0.000000+00	6.09621-06	0.000000+00	0.00000000
0.00000+00	0.0000D+00	0.00000000	0.00000+00	0.00000000	0.000000+00
0.00000+00	-5.82081-08	0.00000+00	0.00003+00	0.00000000	0.0000D+00
-7.5853D-01	0.00000+00	0.00000+00	0.0000p+00 0.0000p+00	0.000000+00	0.0000P+00
	0.00000+00	0.000000+00	0.0000D+00	0.000000+00 0.00000+00	
1.0000D+00	*******				0.000000+00
0.0000D+00 0.0000D+00	0.00000+00	. 9.76 56D-01 0.0000D+00	0.0000D+00 0.0000D+00	0.0000D+00	0.00000+00 0.00000+00
*******			********	0.00000+00	
0.0000D+00	0.000000+00	0.000000+00	0.0000D+00	0.0000D+00	0.000000+00
0.0000D+00	0.00000+00		-5.1863D-06	0.00000+00	0.00007+00
0.00000+00	1.00001+00	0.000000+00	0.00001+00	0.00000+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00	0.000001+00
0.000000+00	0.000000	0.0000D+00 0.0000D+00	0.000000	0.000000	0.0000D+00 0.0000D+00
0.0000D+00	0.000000		0.0000D+00	0.0000D+00	••••
0.00000+00	0.0000D+00	0.00000+00	1.17920-02	0.00000+00	0.00000+00

H-Matrix (Cont'd)

COLUMNS 1	3 THRU 18				
0.00003+00	0.0000D+00	0.00000+00	0.00000+00	0.0000D+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	4.4173D+00
0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00	0.00000+00	0.0000D+00
0.00000+00	0.0000D+00	0.00000+00	0.0000D+00	0.00000+00	-1.9473D+01
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.0000D+00
0. 00 00D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00	0.00008+00
0.00000+00	0.00000+00	0.00000+00	0.0000D+00	0.00000+00	0.00000+00
0.0000D+00	0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00
0.00000+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00	0.0000D+00
0.0000B+00	0.0000D+00	0.00000+00	0.000000+00	0.0000D+00	4.42250+00
0.00007+00	0.0000D+00	0.00000+00	0.00000+00	0.00007+00	0.00000+00
0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00	0.0000D+00	0.00000+00
0.0000D+00	0.0000D+00	0.00000+00	0.00000+00	0.00000+00	0.00000+00
0.0000D+00	0.00000+00	0.0000D+00	0.0000D+00	0.00000+00	0.00000+00
0.0000D+00	0.0000D+00	0.0000D+00	0.00000+00	0.0000D+00	1.0411D-01 ·
0.00000+00	9 THRU 24 1.90290+01	0.00000+00	0.00000+00	0.0000D+00	0,00000+00
0.00000000	0.00000+00	0.00000+00	0.00000+00	0.00000+00	0.00009+00
0.000000+00	0.00000+00	0.000000+00	0.0000D+00	0.000000+00	0.00003+00
0.00000000	0.00000+00	0.0000D+00	0.00000+00	0.00000+00	0.0000D+00
0.000000+00	0.00000+00	0.0000D+00	0.00000+00	0.00000+00	0.0000D+00
0.0000D+00	-5.53840-01	0.000000+00	0.00000+00	0.0000D+00	0.00000+00
0.00000+00	2.11050+00	0.00000+00	0.00000+00	0.000000+00	0.00000+00
0.000000+00	0.00000+00	0.00000000	0.00000+00	0.0000000000000000000000000000000000000	0.00007+00
0.00000+00	0.00000+00	0.000000+00	0.00000+00	0.0000D+00	0.00000+00
0.00000+00	0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.0000D+00	0.00000+00	0.0000D+00	0.00000+00	0.0000D+00	0.00000+00
0.00000+00	0.00000+00	0.00000+00	0.00000000	0.000000+00	0.00000+00
0.0000D+00	0.00000+00	0.0000D+00	0.0000D+00	0.0000D+00	0.0000D+00
0.00000+00	0.0000D+00	0.00000+00	0.00000+00	0.00000+00	0.0000D+00
0.000009+00	0.0000D+00 0.0000D+00	0.00000+00	0.00000+00	0.00000000	0.0000p+00
6.0000B+00	0.00000+00	0.00000+00	0.00000+00	0.00000+00	0.00000+00
0.0000B+00	0.00000+00	0.00009+00	0.00000+00	0.00000000	0.00000+00
v.00000p+00	V. WWW.DTW	₩.₩₩₩₩	₩.₩₩₩₩₩	A. 666033400	A. AAAAAA.AA

H-Matrix (Cont'd)

```
COLUMNS 25 THRU 30
0.00000+00
             0.00000+00
                           0.00000+00
                                        0.00000+00 -2.13100+00
                                                                   0.00000+00
0.00000+00
             0.00000+00
                           0.000000+00
                                        0.00000+00
                                                      0.00000+00
                                                                   0.00000+00
0.00000+00
             0.00000+00
                           0.00000+00
                                        0.00000+00
                                                      0.00000+00
                                                                   0.00000+00
6.0000D+00
             0.00000+00
                           0.00000+00
                                        0.00000+00
                                                      0.00000+00
                                                                   0.00000+00
0.000000+00
             0.00000+00
                           0.0000D+00
                                        0.00000+00
                                                      0.00007+00
                                                                   0.00001+00
0.00000+00
             0.00001+00
                           0.00000+00
                                        0.00001+00
                                                     -1.19730+00
                                                                   0.00000+00
0.00000+00
                                                                   0.00000+00
             0.00000+00
                           0.00000+00
                                        0.00000+00
                                                     -5.14510+00
0.000000+00
                           0.00000+00
             0.000000+00
                                        0.00000+00
                                                      0.00000+00
                                                                   0.00000+00
                           0.00000+00
0.00000+00
             0.00000+00
                                        0.00000+00
                                                     0.00000+00
                                                                   0.00000+00
0.00000+00
             0.00000+00
                           0.00000+00
                                        0.00000+00
                                                      0.00000+00
                                                                   0.00000+00
0.00000+00
             0.00000+00
                           0.00000+00
                                        0.00000+00
                                                     0.00000+00
                                                                   0.00003+00
                                        0.00000+00
0.00000+00
             0.0000D+00
                           0.00000+00
                                                     0.00000+00
                                                                   0.00003+00
0.00000+00
             0.00000+00
                           0.00000+00
                                        0.00000+00
                                                     0.00000+00
                                                                   0.00000+00
0.00000+00
             0.00000+00
                           0.000000+00
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0.00000+00
             0.00000+00
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Controller Design

U = Gain*z

where

z are perturbed values of

 $[\phi p h \dot{h} a_{x} M \int M \int h]^{T}$

and

 $u = [\delta T \delta e_{ap} \delta a_{ap} \delta \gamma_{ap}]^T$

CAIN

COLUMPIS 1 THRU 6
-1.47779-02 -7.3096D-02 -9.2850D-02 -1.7141D-01 -1.3559D+02 -1.5352D+03
1.1924D-02 3.2934D-02 1.0155D-02 3.9151D-02 -2.0442D+00 -1.96199+01
-2.5437D+00 -1.2855D+01 2.8255D-11 4.3619D-11 7.2545D-08 -5.4697B-06
1.4103D-01 -8.3187D-02 -5.8683D-12 2.9327D-11 -5.9810D-08 -7.4338D-07

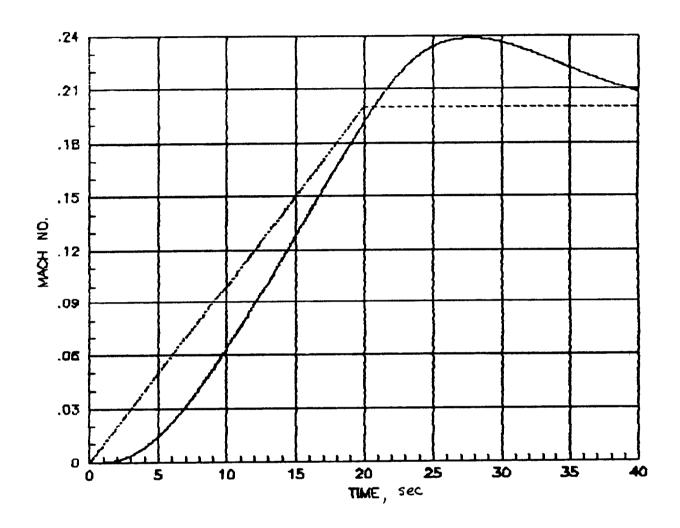
COLUMNS 7 THRU 8 -1.3916D+02 -7.2697D-03 -2.4791D+00 1.0732D-03 -1.3702D-06 3.7197D-12 -2.3738D-08 -1.1493D-13

Open-loop eigenvalues

```
-1.2884D+02 -8.8818P 161
-8.5428D+01 -4.9351D+011
-8.5428D+01 +4.9351D+011
-8.803SP+01 +5.9819D-17s
-1.0060D402 41.1917D-161
-5.02621-01 -1.11457-15;
-8.81750+01 41.8863D-161
-1.00000+02 +2.87300-151
-2.88570+01 -3.60970+001
-2.88570+01 +3.60970+001
-1.46895+01 -2.78079+011
-1.46891+01 +2.78070+011
-1.5371D+01 -4.0164D-161
-3.83890+00 -2.47610+001
-3.83890+00 +2.47610+001
-7.83270+00 +1.05591-161
-1.77101+00 +3.14530+001
-1.77101+00 -3.14530+00i
-4.88291-01 +7.99971-161
-6.1246D-01 41.7102D-171
-2.74381-01 +7.67761-02i
-2.74380-01 -7.67760-021
-5.00001-01 -2.31091-171
-1.21940-02 +1.44780-161
-5.22001-11 +5.60291-151
1.62081-03 -5.81581-151
 7.65791-03 +1.40941-171
-1.71390-01 -5.16270-181
-2.00000-01 +0.00000+001
-1.00000+00 +0.00000+00i
-1.92000+01 +0.00000+001
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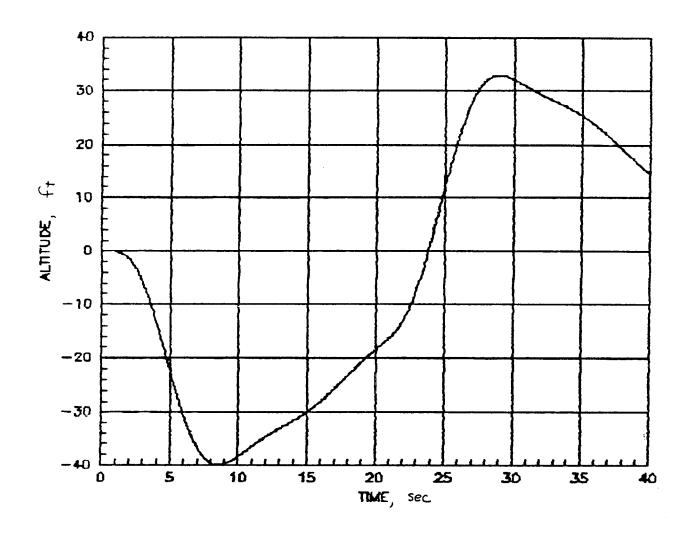
Closed-loop eigenvalues

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-1.28830+02 +0.00000+001
-1.0264D+02 -1.6401P-151
-1.0000D+02 -4.2141P-161
 -8.8174D+01 -2.6184D-151
 -6.7871D+01 -2.89C2D-151
 -8.5441D+01 +4.9337D+01i
-8.5441D+01 -4.9337D+011
-5.02700+01 +6.09930-161
-2.89840+01 -3.64600+001
-2.89840+01 +3.64600+001
-1.92000+0: +0.00000+00:
-1.4759D+01 -2.7853D+01i
 -1.4759D+01 +2.7853D+01i
-1.0067D+01 +1.2750D+011
-1.00670+01 -1.27500+01i
-3.67210+00 +1.67720+00i
-3.67210+00 -1.67720+001
-2.1011D+00 +3.1638D+001
-2.10110-00 -3.16380-001
-1.00000+00 +0.00000+001
-5.5401D-01 +0.0000D+001
-5.0000P-01 +0.0000P+00i
-3.806JB-01 -1.9930P-17i
-2.70000-01 -1.16280-171
 -2.50000-01 +1.89200-17i
-2.00235-01 -2.0010D-01i
-2.00230-01 42.00100-01i
-1.9303D-01 -7.2059D-01i
-1.93030-01 +7.20591-01i
-1.5000D-01 -1.0000D-011
-1.5000D-01 +1.0000D-01i
-1.4000P-01 +1.4000P-011
-1.4000P-01 -1.4000P-011
```



CLOSED-LOOP TIME RESPONSE

MACH NO VS TIME FOR A RAMP MACH NO COMMAND



CLOSED-LOOP TIME RESPONSE
ALTITUDE VS TIME FOR A RAMP MACH NO COMMAND

APPENDIX A-IV

DESIRED EIGENVALUES AND EIGENVECTORS USED IN THE SYNTHESIS

PRESENTED PROF. PLANT NOT FILMED

DESIRED EIGENVALUES:

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-2.0000D-01 +2.0000D-01i

-2.0000D-01 -2.0000D-01i

-1.5000D-01 +1.0000D-01i

-1.5000D-01 -1.0000D-01i

-1.4000D-01 +1.4000D-01i

-2.5000D-01 +0.0000D+00i

-1.4000D-01 -1.4000D-01i

-2.7000D-01 +0.0000D+00i
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DESIRED EIGENVECTORS:

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APPENDIX B

A DEMONSTRATION EXAMPLE FOR EXACT NONLINEAR CONTROLLER DESIGN WITH PRELINEARIZING TRANSFORMATION

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INTRODUCTION

The theory of prelinearizing transformations for a class of nonlinear feedback system design has already achieved maturity. Pioneering work on these transformations for flight control problems was carried out at NASA Ames research center by G. Meyer and others [1-14]. Though several papers are currently available, they deal with large dimension problems and consequently do not contain sufficient detail to serve as introductory example.

The objective of this technical memo is to illustrate the application of these transformations with a simple but realistic example. The theory is excluded completely from the discussions since the transformation scheme for this example turns out to be direct. The performance of the exact nonlinear controller is compared with a gain scheduled linear perturbation controller to bring out the advantages of the former in clear detail.

ILLUSTRATIVE EXAMPLE:

Consider a two state variable model of a transport aircraft landing in the presence of winds as follows

$$\dot{V} = \frac{\eta T - D}{mV \cos \gamma} - \frac{g}{V} \tan \gamma \tag{1}$$

$$\dot{h} = \tan \Upsilon$$
 (2)

here, V is airspeed, h altitude, T maximum thrust, D aerodynamic drag, Y flight-path angle, and η is the throttle setting. Y and η are the control variables in this model and down range is the independent variable. Now, a hypothetical thrust and drag characteristics are assumed as

$$T - T_{O}(V + V_{U})$$

$$D = e^{-\beta h} D_o (v + v_w)^2$$

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and $V_w = V_w(h)$, V_w is the wind speed specified along flight path.

Note that the engine model is grossly incorrect at low speeds.

It is required that the aircraft follow a given trajectory $\boldsymbol{V}_{R}(t)$, $\boldsymbol{h}_{p}(t)$.

Since there are two state variables and two control variables in this problem, consider a transformation of the form

$$x_1 = V$$
, $x_2 = h$
 $u_1 = \frac{nT-D}{mV \cos Y} - \frac{g}{V} \tan Y$; $u_2 = \tan Y$

such that the transformed system is the form

$$\dot{\mathbf{x}}_1 = \mathbf{u}_1 \tag{3}$$

$$\dot{x}_2 = u_2 \tag{4}$$

This model is in Brunovsky's canonical form according to Meyer [10]. If the number controls are less than the number of states, a simple transformation such as the one given above is no longer possible. A transformation is still feasible under certain weak conditions but will involve additional algebra.

To consider the regulator problem first, a controller of the form

$$\begin{bmatrix} u_1 \\ u_2 \end{bmatrix} - \begin{bmatrix} k_{11} & k_{12} \\ k_{21} & k_{22} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} - \begin{bmatrix} k_{11} & k_{12} \\ k_{21} & k_{22} \end{bmatrix} \begin{bmatrix} V \\ h \end{bmatrix}$$

can be designed for the system (3), (4) using any of the available techniques for linear system design. Note, however that the designed controller should satisfy physical constraints on \mathbf{u}_1 and \mathbf{u}_2 .

Real controls can then be computed as

$$Y = \tan^{-1}(k_{21}V + k_{22}h)$$
 (5)

$$\eta = \left[k_{11}V + k_{12}h + \frac{g}{V} \tan Y\right] \frac{mV\cos Y}{T} + \frac{D}{T}$$
 (6)

Expressions (5) and (6) give the nonlinear regulator for the aircraft problem. A block diagram of the plant with regulator is given in Fig. 1.

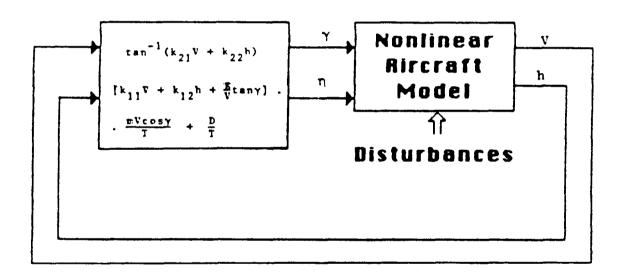


Figure 1. Nonlinear Regulator with Aircraft

The tracking problem is addressed next. Define the new state variables

$$y = h^-h_R$$

$$\dot{x} = \frac{\eta T - D}{mV \cos \gamma} - \frac{g}{V} \tan \gamma - C_{\gamma}$$

$$\dot{y} = tanY-C_2$$

where

$$\dot{v}_R = c_1$$
, $\dot{h}_R = c_2$

using the transformations

$$x_1 = x, x_2 = y$$

$$u_1 = \frac{\eta T - D}{mV \cos y} - \frac{g}{V} \tan y - C_1$$

$$u_2 = \tan y - C_2$$

one has the following

$$\dot{x}_1 = u_1 \tag{7}$$

$$\dot{x}_2 = u_2 \tag{8}$$

which is in the Brunovsky's canonical form.

As before, a feedback regulator can be synthesized for (7), (8) as shown below using linear design approaches.

$$\begin{bmatrix} u_1 \\ u_2 \end{bmatrix} - \begin{bmatrix} k_{11} & k_{12} \\ k_{21} & k_{22} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} - \begin{bmatrix} k_{11} & k_{12} \\ k_{21} & k_{22} \end{bmatrix} \begin{bmatrix} v - v_R \\ h - h_R \end{bmatrix}$$

This controller can be transformed to original coordinates to give:

$$Y = \tan^{-1} [k_{21}(V-V_R) + k_{22}(h-h_R) + C_2]$$
 (9)

$$\tau_1 = [k_{11}(V-V_R) + k_{12}(h-h_R) + C_1 + \frac{g}{V} \tan Y] \frac{mV\cos Y}{T} + \frac{D}{T}$$
 (10)

Expressions (9) and (10) give the nonlinear controller for tracking the commands $V_{\rm R}(t)$ and $h_{\rm R}(t)$. If a tighter control is desired, additional integral feedbacks can be incorporated with very little difficulty.

NONLINEAR CONTROLLER EVALUATION

To evaluate the nonlinear controller (9) and (10), a feedback gain matrix was computed first using linear quadratic regulator theory with the following state and control weighting matrices.

$$R_{xx} = \begin{bmatrix} 1 & 0 \\ 0 & 100 \end{bmatrix}, \quad R_{uu} = \begin{bmatrix} 5000 & 0 \\ 0 & 10^{\circ} \end{bmatrix}.$$

These computations were carried out with the hypothetical data

$$\frac{T}{m} = 0.04025$$
, $\frac{D}{m} = 0.0136238 \times 10^{-2}$.

To serve as a standard for comparison, a gain scheduled linear perturbation controller was designed with the same data. Four design conditions were used which are given in Table 1.

TABLE 1. LINEARIZATION POINTS FOR THE ILLUSTRATIVE EXAMPLE

Range feet	h _R , <u>h</u> feet	V _R , <u>V</u> feet/s	c ₂ , <u>ħ</u>	c,, <u>ů</u>
0	10000	350	-0.04667	-0.000467
150000	3000	280	-0.06	-0.0016
200000	0.0	200	0.0	-0.02
205000	0.0	60	0.0	0.0

Note that the linearization points were on the commanded trajectory.

Two simulations are next setup. The first one implementing the non-linear controller (9) and (10) and the second one using the gain scheduled linear perturbation controller. A disturbance in the form a wind shear was introduced in the simulations for additional realism, (fig. 2).

Figures 2-4 give the results. Note that the nonlinear controller has a slightly superior tracking performance. The real advantage of using this controller, however, is that it performs well using one set of gains throughout the operating region while the linear perturbation controller requires a gain schedule to achieve acomparable performance.

CONCLUSIONS

A simple illustrative example was discussed in this technical memo to demonstrate the power of the prelinearization transformations in synthesizing exact nonlinear controllers. Comparisons were made against a gain scheduled linear perturbation controllers to show relative advantages.

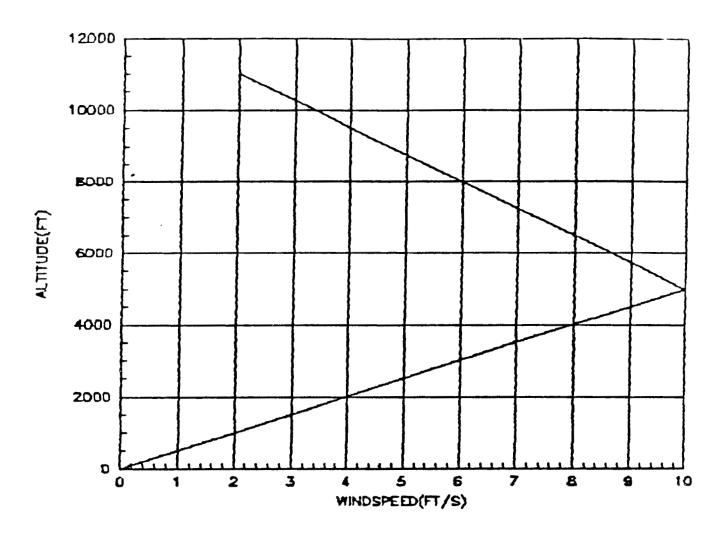


Figure 2. Wind Shear Used in Simulations

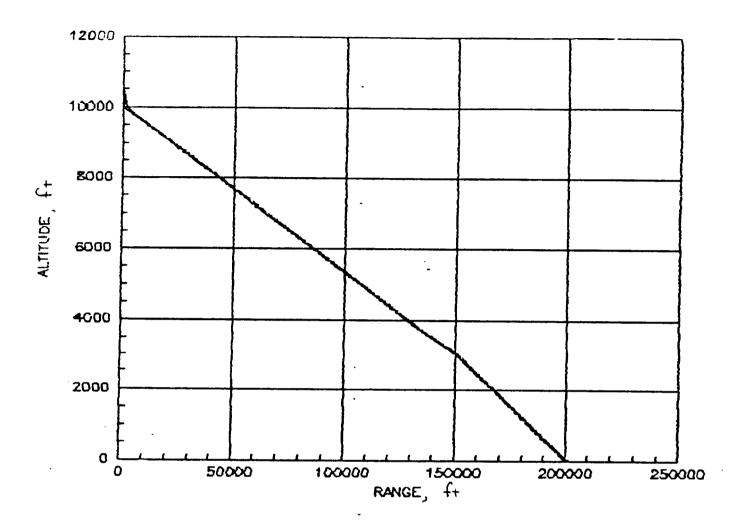


Figure 3. Comparison of the Performance of Linear and Nonlinear Controllers: Altitude vs. Range

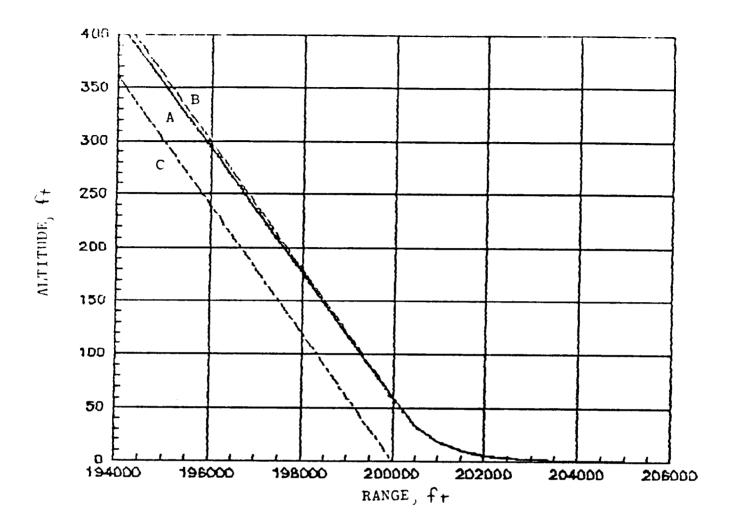


Figure 4. Comparison of the Performance of Linear and Nonlinear Controllers in the Vicinity of Touchdown: Altitude vs. Range

- A: Nonlinear Controller
- B: Linear Perturbation Controller
- C: Commanded Trajectory

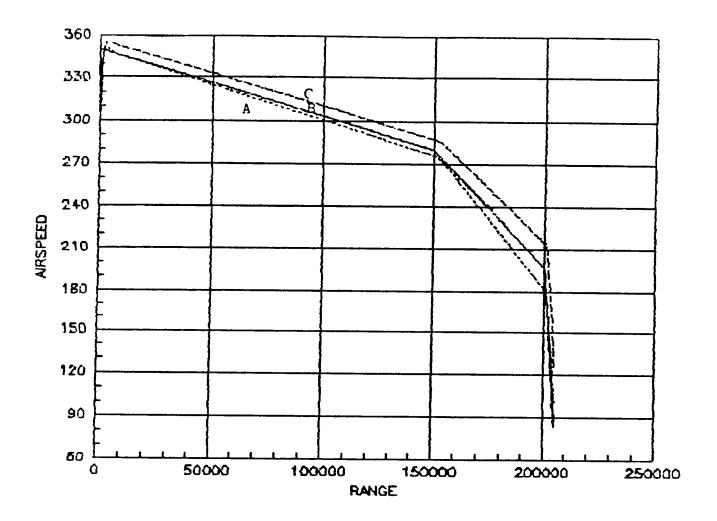


Figure 5. Comparison of the Performance of Linear and Nonlinear Controllers: Airspeed vs. Range

A: Nonlinear Controller

B: Commanded Trajectory

C: Linear Perturbation Controller

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APPENDIX C

FORTRAN PROGRAM FOR MANEUVER MODELING

DEMONSTRATE SEASONS PILMED

COMMUNDS FOR A LELGIT TEST TRAJECTORIES ARE:

1. MCGIN WIRER
2. ALTITUDE
3. ANGLE OF ATLACK
4. FLIGHT PATH ANGLE
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IMPLICIT REAL*8 (A-H.O-Z)
DIMENSION TIME (1000), XMC (1000), HC (1000), ALPC (1000)
DIMENSION CAMC (1000), PSI (1000), CRANGE (1000)

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COMMAND GENERATION FOR LEVEL ACCELERATION/DECELERATION
                                                                                                                                                                                                                                                                                                                                                                   THAX=THRST*100.D0/THRO
TR=((VDOT*GD*C))*XPASS*DRG)/DCOS(ALPC(I))
ETA=TR*100.D0/THAX
ETA=TR*100.D0/THAX
IF (ETA.LT: 0.D0)ETA=0.D0
IF (ETA.LT: 0.D0)ETA=0.D0
IF (ETA.CT: 100.D0)ETA=100.D0
DO 1 I=1. NPTS
CALL TRINS (H.XM, XSALE, ALE, BET, XLIET, THRST, DRG, PHI,
THETA, P. Q. R. THRO, ELV, AIL, RUD, DTL, IER)
                                                                                                                             CALL ATHO (H, ASP, RHO, YOU, DASPDH, DROTH, DRUTH)
DPRES (I) = 0. SD0*RHO*XM*XOM*ASP*ASP
ALPC (I) = 0. LOG
CAMC (I) = 0. D0
PREF (I) = 0. D0
RREF (I) = 0. D0
RREF (I) = 0. D0
RREF (I) = 0. D0
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HDOT=2. D6 A2*TIM*3. D6 A3*TIM*TIM
CALL AIMO H, ASP, RHO, XMU, DASPDH, DRUDH)
XM=XM*XMDOT*DT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     H=XI1
XM=XI2
CALL ATMO (H, ASP, RHO, XMU, DASPDH, DRODH, DMUDH)
VEL1=XM=XSP
                                                                                                                                                                                                                                                                                                              THROTTLE COMPUTATION
LINEAR THROTTLE ASSUMPTION
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IF(IOPT.CT.1)CO TO 2000
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CAMMA=DASIN (HDOT/VEL)
CONTINUE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                VEL=XM*ASP
IF (TIM.LE.TF)CO TO 2
HDOT=0.D0
XMDOT=0.D0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               MOOT = (MAX-XM)/
MOOT = (VEL-VEL1)/TE
DT=TE/NTS
                                                                                                                                                                                                                                                                              BETREE (I) =0.DO
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                ELVR (I) =ELV
DIAILR (I) =DIL
RUDR (I) =RUD
                                                       TIME (I) =TIM
FACL (I) =1.D0
XMC (I) =XM
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         XMMAX=XI3
VEL=XMMAX*ASP
TF=XI4
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   RUDR (I) =RUD
AILR (I) =AIL
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       PDOT=MDOT1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           CAMMA=0.Do
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         TRAJECTORY
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                1000
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DIMENSION BETRÉF (1000) THROR (1000) ELYR (1000)
DIMENSION DYALLR (1000) RUDR (1000) ALLR (1000)
DIMENSION DERES (1000) FACL (1000) ALLR (1000)
DIMENSION DERES (1000) FACL (1000) REYNO (1000)
INTEGER ID1 (10) ID2 (10) ID3 (10) ID4 (10) ID5 (10) ID6 (10)
INTEGER ID12 (10) ID3 (10) ID13 (10) ID15 (10) ID15 (10)
INTEGER ID12 (10) ID13 (10) ID13 (10) ID15 (10) ID15 (10)
GHARACTER *80 INFIL MATRIL OREF (1000), RREF (1000) F-15 AIRCRAFT WEIGHT AND ACCELERATION DUE TO GRAVITY COMPUTE THE COEFFICIENTS OF THE ALTITUDE POLYNOMIAL DATA W.G. PAI/40700. DO, 32.14352D0, 3.1415927D0/ COMMAND GENERATION FOR TRANSIENT TRAJECTORIES CALL ATMO (H. ASP., RHO, XMU, DASPDH, DRODH, DMUDH)
VEL1=XM+ASP
HE=XX 3
XME=XX 3
XME=XX 4
XME X MA
XME MRITE(6.*) 'ENTER INPUT DATA FILENAME:'
READ(5, '(A80)') INFIL
MRITE(6.*) 'ENTER CUTPUT DATA FILENAME:'
READ(5, '(A80)') MATFIL
OPEN (UNIT-5, FILE=INFIL, STATUS='OLD')
OPEN (UNIT-7, FILE=MATFIL, STATUS='NEW')
READ(5, *) IOPT, NPTS
READ(5, *) XII,XI2,XI3,XI4,XI5,XI6,XI7 STRAIGHT AND LEVEL FLIGHT LOAD FACTOR NTS=0.900*NPTS

IF (IOPT.GT.0) TO 1000

TOTAL # OF COMMAND POINTS=NPTS

THE LAST 10% POINTS ARE USED

FOR STABILIZATION A2=3.D0*(HE-H)/(TF*TE) A3=(H-HE)/(0.5D0*TE*TE*TE) GAMMA=0.D0 D0*DCT1=(XME-XM)/TE DT=TE/NTS TIM=0.D0 VDOT= (VEL-VEL.1) /TF XMASS=W/C HPAI=PAI/2.D0 DR=PAI/180.D0 READIN DATA 000000 000000

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CALL TRINS (H. XM, XSALE, ALE, BET, XLIET, THRST, DRC, PHI,

THETA, P. Q. R. THRO, ELV, ALL, RUD, DTL, IER)

THETA, P. Q. R. THRO, ELV, ALL, RUD, DTL, IER)

THETA, P. Q. R. THRO, ELV, ALL, RUD, DTL, IER)

THETA (I) = 1. DO

XMC (I) = 1. DO

YMC (I) = 1. DO

YMC (I) = 1. DO

YMC (I) = 0. DO

YMC (I) = 0. DO

YMC (I) = 0. DO

WREF (I) = 0. DO

RREF (I) = 0. DO

RREF (I) = 0. DO
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         XME-XMT
CALL, ATMO (HT, ASP, RHO, XMU, DASPDH, DRODH, DMUDH)
VT XMT+ASP
CALL, TRIMS (HT, XMT, XSALE, ALE, BET, XLIET, THRST, DRG, PHI.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 TWAX=THRST*100. D0/THRO

ETA=TR*100. D0/THRO

ETA=TR*100. D0/THAX

IF (ETA_LT. 0..D0) ETA=0. D0

IF (ETA_LT. 0..D0) ETA=100. D0

IF (ETA_LT. 100. D0/THAX

IF (ETA_LT. 0..D0) ETA=100. D0

IF (TH CT. 100. D0) ETA=100. D0

ALLA CT. DAMIN) ALDOT=ALDOT2

IF (TIM_CT. TAMIN) DT=DT2

IF (TIM_CT. TAMIN) DT=DT3

                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 CALL ATMO (H. ASP., RHO, 2040, DASPDH, DROCH, DMUDH)
VEL-3204-ASP
1F (TH. LE. IF) CO TO 9
ALFA-ALPO
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     COMMAND GENERATION FOR ZOOM AND PUSHOVER TRAJECTORY
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        LINEAR THROTTLE ASSUMPTION
DT3=(TF-TAMAX)/(0.4D0*NTS)
DO 4 1=1,NPTS
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               TIM-TIM-DI
CONTINUE
CO TO 8000
IF (IOPT.CT.3) CO TO 4000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      THROTTLE COMPUTATION
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 APEX QUANTITIES
                                                                                      ALDOT-ALDOT1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    CONTINUE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       XMT=X12
HF=HT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   600000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         00000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            ALPHIN=XI3*DR
ALPHIN=XI3*DR
TAMIN=XI5
TAMIN=XI5
TAMIN=XI6
TE=XI7
CALL TRINS (H. XM, XSALE, ALE, BET, XLIET, THRST, DRC, PHI, THET=THETA*P, Q, R, THRO, ELV, AIL, RUD, DTL, IER)
THET=THETA*DR
                                                                        XMOOT=XMOOT1
CALL TRIMS (H. XM. XSALF, ALF, BET, XLIFT, THRST, DRG, PHI
THETA, P. Q. R., THRO, ELV, ALL, RUD, DTL, IER)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          COMMAND GENERATION FOR PUSHOVER/PULLUP TRAJECTORY
                                                                                                                                                                                                   INE [] = TIM
FACL (] = 1.00
XMC(1) = XM
HC(1) = XM
HC(1) = 1.00
XMC(1) = XM
HC(1) = 0.500*RHO*XM*XM*ASP*ASP
ALPC (] = 0.500*RHO*XM*XM*ASP*ASP
ALPC (] = 0.500
PHIC (] = 0.500
PREF (] = 0.500
RREF (] = 0.500
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   H=XI1
HI=H
CALL ATMO (H, ASP, RHO, XMU, DASPDH, DRODH, DMUDH)
XM=XI2
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              ALFA=ALF *DR

ALDO=ALFA

ALCOTI = (ALPMIN - ALPO) / TAMIN

ALCOTI = (ALPMAX - ALPMIN) / (TAMAX - TAMIN)

ALCOTI = (ALPMAX) / (TF - TAMAX)

DII = TAMIN (0.3DO*NIS)

DI2 = (TAMAX - TAMIN) / (0.3DO*NIS)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      TR= (VDOT*XMASS+DRG) / DCOS (ALPC(I))
TMAX=THRST*100.D0/THRO
ETA=TR*100.D0/TMAX
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 IF (ETA.IT.0.D0) ETA=0.D0
IF (ETA.IT.0.D0) ETA=100.D0
IFROR(1) = ETA
ETAR(1) = ETA
DYALIR(1) = DTL
RUDR(1) = MI
AIR(1) = AIL
IF (I) = A
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       CO TO 8000
IF (IOPT.CT.2)CO TO 3000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            (TIM.GT. TE) XN=XNMAX
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    THROTTLE COMPUTATION
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 XM=XM+XMDOT+DT
TIM=TIM+DT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               2000
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ORIGINAL PAGE POOR QUALITY

EACL (I) = 1. D0

MC(I) = M

HC(I) = H

CALL ATHO (H,ASP, RHO, XMU, DASPDH, DRODH, DMUDH)

DPRES (I) = 0. 5D0 *RHO *XM* XM* ASP *ASP

CALL TRINS (H, XM, XSALF, ALF, RET, XLIET, THRST, DRG, PHI,

THETA, P. Q, R, THRO, ELV, AIL, RUD, DTL, IER) TR=({VDOT1+G+DSIN(CAMC(I)))+XPASS+DRG}/DCOS(ALPC(I))
ETA=TR+100.D0/JHAX
IF (ETA-LT.0.D0)ETA=0.D0
ETA=TR+100.D0)ETA=100.D0
CO TO 17 ETA-TOT ACT-THAX*TOT/100.D0 COMBUTE DLIFT/DALFA WITH THE ASSUMPTION THAT LIFT=0 THROTTLE COMPUTATION FOR INITIAL AND TERMINAL XIALEA=XITET/AIA AIA=(G-CA) *XMASS/((ACT+XIALEA) *DCOS(CAMMA)) CONTINUE V=V-VDOT1*DT V=V-VDOT1*DT XM-V_ASP CAHA=DASIN (HDOT/V) INDEXM=INDEXM+1 THROTTLE IS FIXED; COMPUTE ACTUAL THRUST IF (IPHASE EQ. 2. CR. IPHASE EQ. 3) CO TO 11 H=HT+A1*TIM*TIM+A2*TIM*TIM*TIM HOCT=2.D0*A1*TIM+3.D0*A2*TIM*TIM PARABOLIC TEST TRAJECTORY
DEL=TIM-TR1
IF (DEL.LT.0.D0) DEL=0.D0
H=HI+HDOTI*DEL-0.5D0*CA*DEL*DEL IF (IPHASE.EQ. 3) CO TO 13 IF (TIM.GT.TF1) IPHASE=2 IF (TIM.GE.TTF) IPHASE=3 INITIAL TRANSIENT (I)=0.D0 ()=ETA | = ALA | = ALA | = CAMPA (I) TRANSIENTS CONTINUE THROR (I) ELVR (I) = DIAILR (I <u> 2000</u> 17 0000CDALEA AND CLALEA HAVE TO BE USED IN THE COMPUTATION OF TT AND VERTIFICAL ACCELERATION IN THE FINAL VERSION.

TO BE CORRECTED
ASSUMED TO BE ZERO.

DRAG IS ASSUMED TO BE THE LEVEL FLIGHT VALUE
THEORYCOCS (ALPT)
THEORYCOCS (ALPT)
THEORYCOCS (ALPT)
THEORYCOS (ALPT) THETA, P.Q, R, THRO, ELV, AIL, RUD, DIL, IER) QUANTITIES AT THE BECINNING OF THE TEST PARABOLA VDOT COMPUTATION; VDOT=CONSTANT IN THE INITIAL AND TERMINAL TRANSIENTS COMPUTE THE COEFFICIENTS OF THE ALTITUDE-TIME POLYNOMIAL. TIME OF FLIGHT ASSUMED TO BE TF1 THIS CUBIC POLYNOMIAL IS USED TO GENERATE BOTH INITIAL AND TERMINAL TRANSIENTS VERTICAL ACCELERATION-ARTIFICIAL GRAVITY A2=(HDOTI-3.D0*A2*TE1*TE1)/(TE1*TE1*TE1) CA=G- ((TT*DSIN(ALPT)+ALIFT)/XMASS) E=HT+(VT*VT/(2.D0*GA)) TOTAL TIME OF FLIGHT AND STEP SIZE HI=XI4 VI=SQRT(2.D0*CA*(E-HI)) CAMI=DACOS (V7VI) HDOTI=VI*SSIN(CAMI) TIME OF ELICHT FROM VI TO VT DVT=DASSIN(VI*VI-VT*VT) TI=SQRT(DVT)/CA TE1=2.D0*TI INITIAL TRANSIENT PARABOLA ALIET-XLALEA ALPT VDOT= (VI - VT) /TF1 VDOT1=VDOT

PHASE=1

ALPE=ALE + DR ALPT=XI3+DR

TF=3.D0*TF1 TTF=2.D0*TF1 DT=TF/NTS INDEXM=1 DO 5 I=1, NPTS TIME (I)=TIM

CAMMA=0.DO TIM=0.D0

H=HT XX=XXT

ORIGINAL PAGE IS

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OE POOR QUALITY
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 TS=XI6
TOT=XI7
ALFA IS COMPUTED IN DECREES AND SUBSEQUENTLY CONVERTED TO RADIANS
ALDO=(ALPO-ALF)/TS
ALDI=(ALPF-ALPO)/TF
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           COMMAND GENERATION FOR CONSTANT THROTTLE WINDUP TURN TRAJECTORY
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       XLC=-1.D0
TIME(I)=TIM
XMC(I)=XM
HC(I)=XM
HC(I)=XM
HC(I)=XM
HC(I)=XM
HC(I)=XM
CALL ATMO(H.ASP.RHO.XMU.DASPDH.DRODH.DMUDH)
VEL=XM+ASP
VEL=XM+ASP
ALPC(I)=0.500*RHO*VEL*VEL
ALPC(I)=ALP*DR
CALL TRIMS(H.XM.XLC.ALP.BET.XLIFT,THRST.DRC.PHI.
THETA.P.RO. ELV.AIL.RUD.DTL.IER)
PHIC(I)=PHI*DR
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   XM=XI2
CALL TRIMS (H.XM, XSALF, ALF, BET, XLIET, THRST, DRG, PHI,
THETA, P.Q.R, THRO, ELV, AIL, RUD, DTL, IER)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         ACTUAL THRUST AND FLICHT PATH ANGLE COMPUTATIONS
                                                 | Description | 
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     IF (TIM.LT.T1.OR.TIM.GE.T2) 00 TO 20
=XLC
=0.D0
=PHI*DR
=P*DR
=Q*DR
=R*DR
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             12=13+1F
13=12+1S
ALP=ALF
DT=13/NTS
TIM=0.D0
1SM=0
D0 19 1=1, NPTS
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 CAMMA=0.D0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         υυ
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ALP-ALF
ALP1=XI3
ALP1=XI3
ALFA IS COMPUTED IN DECREES AND SUBSEQUENTLY CONVERTED
TO RADIANS
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            XLC=-1.D0
THE (I) = IIM
XMC (I) = XM
HC (I) = M
HC (I) = M
CALL ATMO (H, ASP, RHO, XMU, DASPDH, DRODH, DMUTH)
DPRES (I) = 0.5D0*RHO*XM*XM*ASP*ASP
ALPC (I) = ALP*OR
CALL TRIMS (H, XM, XLC, ALP, BET, XLIFT, THRST, DRG, PHI,
THFTA, P, Q, R, THRO, ELV, AIL, RUD, DTL, IER)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   CALL TRINS (H. XM, XSALE, ALE, BET, XLIET, THEST, DRG, PHI
THETA, P. Q. R. THRO, ELV, ALL, RUD, DTL, IER)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  COMMAND GENERATION FOR EXCESS THRUST WINDUP TURN TRAJECTORY
                              ANCLE ALL OF ANCLE 1. DO

IF (ANCL. LT. -1. DO) ANCLE -1. DO

CAMPA = DASIN (ANCL.)

CAMPA = DASIN (ANCL.)

CALL. ATMO (H. ASP. RHO.) XMU, DASPDH, DRODH, DMUDH)

CO TO 15

IF (TIM. GT. IF) CO TO 14
                                                                                                                                                                                                                                                                         INDEXH=INDEXH-1
IF (INDEXH.LT.1) INDEXH=1
CO TO 15
                                                                                                                                                                                                                                                                                                                                                                                                                                                               CONTINUE
CONTINUE
CO TO 8000
IF (IOPT.CT.4) CO TO 5000
V=DSQRT(2.D0*CA*(E-H))
ANGL=HDOT/V
                                                                                                                                                                                                                                                                                                                                             TERMINAL STABILIZATION
                                                                                                                                                                                                           H=HC (INDEXM)
GAMMA=-CAMC (INDEXM)
XM=XMC (INDEXM)
VDOT1=-VDOT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       T3=T2+TF
ALDOT=(ALPT-ALP)/TF
DT=(2.D0+TF+TD)/NTS
                                                                                                                                                                          TERMINAL TRANSIENT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           TIM=0.D0
DO 18 I=1,NPTS
                                                                                                                                                                                                                                                                                                                                                                              H=HE
XM=XMT
ALEA=ALPE
VDCT1=0.D0
CAMMA=0.D0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 4000
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OF POOR QUALITY

DT=DT1

TIME (I) =TIM

XMC(I) =XM

HC(I) =XM

WEL=JM*ASP

DERES (I) =0.5D*RHO*VEL*VEL

CALL TRINS (H, XM, XLC, ALP, BET, XLIFT, THRST, DRG, PHI,

ALPC(I) =MLP*DR

PHIC (I) =PHI*DR

ETA=THRO

GAMMA=0.DO

XMDOT=0.DO

XMDOT=0.DO

XMDOT=DFACR

IF (TIM.GE, T2) XMDOT=-DFACR

IF (TIM.GE, T3) XMDOT=0.DO ACTUAL THROTTLE AND FLIGHT PATH ANGLE COMPUTATIONS DENOH= (DRODH+VSQ/(2.D0*RHO)) + (XM*VEL*DASPDH) XNUM=-XMDOT1*ASP IF (TIM.LE.TI.OR.TIM.CE.T2) GO TO 25 XNDOI=0.D0 IF (DABS (DENOM) .LE.1.D-08) CO TO 26 SINCAM=XNUM/DENOM TMAX=THRST*100.D0/THRO VDOT=-DRODH*VSQ*SINGAN/(2.D0*RHO) IF (SINCAM LE. - 1. DO) SINCAM=-1. DO
IF (SINCAM CE. 1. DO) SINCAM=1. DO
CAMMA=DASIN (SINCAM)
XMDOT=XMDOT1 DTRST= (VDOT+G+SINGAM) *XMASS/CA ACT=DTRST+TRRST ETA-ACT+100 : DO /THAX IF (ETA .LT : 0 .DO /ETA=0 .DO IF (ETA .CT : 100 .DO) ETA=100 .DO FLICHT PATH ANCE COMPUTATION THROTTLE COMPUTATION SINCAM=DSIN (CAMPA) COSCAM=DCOS (CAMPA) FACT (1) = XLC CANC (1) = CANNA CANNA CANC (1) = CANNA CA ADP=ALPC(I) CA=DCOS (ADP) VSO=VEL VEI CONTINUE 26

EW-TOT
ALDOT-ALDO,
THACTHEST-100 DO/THRO

C EXCESS THE STRED: COMPUTE ACTUAL THRUST

C EXCESS THE STRED: CAND ABOVE TRIM

C EXCESS THE STRED: CAND ABOVE TRIM

C EXCESS THE STRED: CAND ABOVE TRIM

D EXTENSIVE (1)-10-10

E ETHEST-4CT-THRST

C CANTING

C CALL (1) = 10-10

E THE (1) = 10-10

C CONTING

C COMPAND CHERANION FOR CONSTANT LOAD FACTOR AND

E THE (1) = 10-10

C CONSTANT DYNAMIC PRESSURE TRAJECTORY

E THE STREME

E THE

SAVING DATA FOR MATRIXX

CONTINUE

TMAX=THRST*100.D0/THRO VDOT=VSQ*SINGAM* ((DMJDH/XMU) - (DRODH/RHO))

THROTTLE COMPUTATION

DTHRST= (VDOT+G*SINGAM) *XMASS/CA ACT=DTHRST*THRST ETA=ACT*100.D0/TMAX IF (ETA.LT.0.D0)ETA=0.D0 IF (ETA.CT.100.D0)ETA=100.D0

CONTINUE

ADP=ALPC(I) CA=DCOS (ADP)

```
DATA IDI/'T' 'I' 'N' 'E'
CALL SAVLOD(7, IDI, NPTS, I. 1, 0, 0, TÎME;
DATA ID2/'N, 'A' 'C' 'H'
CALL SAVLOD(7, ID2, NPTS, I. 1, 0, 0, ANC.)
DATA ID3/'A 'L' 'F'
CALL SAVLOD(7, ID3, NPTS, I. 1, 0, 0, HC,)
DATA ID4/'A 'L' 'F' 'N' 'N' 'A'
CALL SAVLOD(7, ID9, NPTS, I. 1, 0, 0, CANC.)
DATA ID5/'C' 'N' 'N' 'N' 'N' 'A'
CALL SAVLOD(7, ID5, NPTS, I. 1, 0, 0, CANC.)
DATA ID5/'C' 'ID5, NPTS, I. 1, 0, 0, PHIC,)
CALL SAVLOD(7, ID5, NPTS, I. 1, 0, 0, PHIC,)
DATA ID5/'C' 'ID5', NPTS, I. 1, 0, 0, PHIC,)
DATA ID9/'Q' 'ID5', NPTS, I. 1, 0, 0, PHIC,)
SINCAM=XNUM/DENCM
IF (SINCAM_LE_-1.D0) SINCAM=-1.D0
IF (SINCAM_LE_-1.D0) SINCAM=1.D0
CAMMA=DASIN (SINCAM)
XMOOT=XMOOTI
CONTINUE
SINCAM=DSIN (GAMMA)
COSCAM=DOOS (GAMMA)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             HDOT-VEL*ISIN (GAMMA)
H=H+HDOT*DT
XLC=XLC*XNOOT*DT
IF (XLC.LE.1.D0) XLC=1.D0
XM=XM+XMDOT*DT
IF (TH.GT.T3) XLC=1.D0
CONTINUE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       ر
38
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 REYNO (1) = VEL*RHO/ONU
DPRES (1) = 0.500*RHO*VEL*VEL
CALL TRINS (H. XM, XLC, ALP, BET, XLJET, THRST, DRG, PHI,
1 THETA, P. Q. R. THRO, ELV, AIL, RUD, DTL, IER)
ALPC (1) = ALP*OR
PHIC (1) = PHI * DR
PHIC (1) = PHI * DR
ZNEOT= 0.00
XMOOT= 0.00
XNOOT= 0.00
XNOOT= 0.00
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           ACTUAL THROTTLE AND FLICHT PATH ANCLE COMPUTATIONS
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       VSQ=VEL*VEL
XNUM=XNDOT1*ASP
XNUM=XNDOT1*ASP
DENOW-VSQ* ((IMUDH/XMU) - (DRODH/RHO) - (DASPDH/ASP))
IF (DNBS (DENOM) . LE . 1 . D- 08) CO TO 29
                                                                                                                                                                                                                                                                                                                                                                                                                                       COMMAND CENERATION FOR CONSTANT LOAD FACTOR AND CONSTANT REYNOLD'S NUMBER TRAJECTORY
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     TO CET THE ACTUAL RE YAU HAS TO BE IN THE RIGHT UNITS AND THE CHARACTERISTIC LENGTH HAS TO BE MULTIPLIED
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           TIME (I)=TIM
MC(I)=M
HC(I)=H
HC(I)=H
CALL AIMO(H,ASP_RHO, XMU, DASPDH, DRODH, DMUDH)
VEL=XM+ASP
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 IF (TIM.LE.TI.OR.TIM.CE.T2) CO TO 28 XNDOT=0.D0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             FLICHT PATH ANGLE COMPUTATION
        HDOT=VEL*DSIN (GAPMA)
H=H+RDOT*DI
XLC=XLC+XNDOT*DI
IF (XLC:LE:1.D0) XLC=1.D0
XM=XM+XMDOT*OI
IF (TIM.CT:T3) XLC=1.D0
CONTINUE
CO TO 8000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    IF (TIM.GE.T2) XNDOT=-DEACR
IF (TIM.GE.T3) XNDOT=0.D0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      H=XI1

M=XI2

M=XI3

MNSPEC=XI4

IF=XI5

IF=XI5

TF=XI6

MDOTI=(MSPEC-1.D0)/TT

TI=TT

TI=TT

TI=TT *IT

TI=TT *IT

TI=TT *IT

TI=TX *IT

TI=TX
                                                                                                                                                                                                                                                                                                                    CO TO 8000
IF (IOPT.CT.7) CO TO 8000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   000
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GRIGINAL PAGE IS READ(LUNIT, 102, END=30) (XREAL(I), I=K,L) IF (IMG.NE. 0) READ(LUNIT, 102, END=30) (XIMAG(I), I=K,L) CONTINUE RETURN HRITE(6.*) 'ERROR IN READING FILE' OF POOR QUALITY IMPLICIT REAL*8 (A-H, O-Z) DOUBLE PRECISION LIFT(9, 10, 6) DIMENSION ALPH(9, 10, 6), ALT(9, 10, 6) DIMENSION ALPH(9, 10, 6), DETA(9, 10, 6), THRUST(9, 10, 6), DETA(9, 10, 6), PHI (9, 10, 6), THRUST(9, 10, 6), DRAC(9, 10, 6), PHI (9, 10, 6), THRUST(9, 10, 6), DIACH(9, 10, SUBROUTINE TRINS (H. XM. XI.FAC, ALP, BET, XI.IFT, THRST, L DRG, PHIO, THETAO, P. Q. R. THRO, ELV, AIL, RUD, DTL, IERR) F-15 AIRCRAFT FORTRAN SUBROUTINE TO CENERATE REFERENCE CONTROL SETTINGS FOR SYMMETRIC AND NONSYMMETRIC FLIGHT TEST TRAJECTORIES IERR=1 INDICATES THAT THE POINT IS OUTSIDE THE TABLE RANCE ALTITUDE, MACH NUMBER, LOAD FACTOR OR ANGLE OF ATTACK DATA LASTI, LASTJ, LASTK/1,1,1/ DATA ISTRAT/0/ DECRE TO KADAN CONVERSION FACTOR DECRE TO RADIAN CONVERSION FACTOR DR=3.1415927/180.D0 ROLL ATTITUDE, PITCH ATTITUDE, ROLL BOOY RATE, PITCH BOOY RATE, YAW BODY RATE, THROTILE ELEVATOR, ALLERON, RUDDER, DIFFERENTIAL TAIL, LOND FACTOR, ANGLE OF ATTACK, ANGLE OF SIDESLIP, LIFT, THRUST, DRAG, .. END OF FILE OUTPUTS: INPUTS M = 0 N = 0 RETURN END 22 8 53 000

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SUBROUTINE SAVIOD (LUNIT, ID, MA, M, N, IMG, JOB, XREAL, XIMAC)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        WRITE (LUNIT, 102) (XREAL (I), I=K, L)
IF (IMC .NE. 0) WRITE (LUNIT, 102) (XIMAG(I), I=K, L)
CONTINUE
                                                                                                                                                                                                                                                             · · · ·
                                                                                                                                                                                                                                                                                                                     · · · ·
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 IMPLEMENT SAVE AND LOAD
LUNIT = LOCICAL UNIT NUMBER
ID = NAME, FORMAT 4A1
M, N = DIMENSIONS
IMC = NONZENO IF XIMAC IS NONZENO
JOB = 0 FOR SAVE
SPACE ANALIABLE FOR LOAD
XREAL, XIMAC = REAL AND OPTIONAL IMAGINARY PARTS
                                                                                                             NPTS. I. 1. 0. 0. BETREE,
                                                                                                                                                                                                                       1, NPTS, I, I, 0, 0, ELVR, )
                                                                                                                                                                       O. THROR.)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       O DPRES,
                                                                                                                                                                                                                                                                                                                                               NPTS, I. 1. 0. 0. RUDR.)
                                                                                                                                                                                                                                                                                                                                                                                                       NPIS, I. 1, 0, 0, AILR.)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               INTEGER LUNIT, ID(10), M.N. IMC, JOB
DOUBLE PRECISION XREAL(1), XIMAC(1)
                                                                                                                                          ID11/1E' 'T' 'A' 'SAVLOD(7, ID11, NPTS, I, 1, 0, 1) ID12/'E' 'L' 'V' 'S
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             SUBROUTINE SAVLOAD
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         READ (LUNIT, 101, END=30, ERR=29)
MA=M
IF (M*N .CT. JOB) GO TO 30
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          WRITE (LUNIT, 101) ID, M, N, IMG
DO 15 J = 1, N
K = (J-1) *MA + 1
L = K + M - 1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       (M*N .CT. JOB) CO TO 30
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    SYSTEM DEPENDENT FORMATS FORMAT (10A1, 314)
FORMAT (4Z18)
IF (JOB .GT. 0) GO TO 20
                                                                                                                                                                                                                                                                                                                  SAVLOD (7, 1014, N
SAVLOD (7, 1014, N
SAVLOD (7, 1015, N
1016, 'L', 'D', 'F
SAVLOD (7, 1016, N
1017, 'D', 'Y', 'N
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   SAVLÓD (7. IDI7, M. IDI8/'R' F'
                                                                                                       SAVLOD (7, ID16, ID11/E', T')
                                                                                                                                                                                                                       SAVLOD (7, ID12,
                                                                                                                                                                                                                                                                               SAVLOD (7, ID13,
SAVLOD (7, IDB,
                                            SAVLOD (7, ID9,
TATE AT THE STATE 
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       STOP
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     SAVE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          280
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               <u>00</u>0_000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       000
```

STRAIGHT AND LEVEL TRIMS AT LOAD FACTOR=1. ALT=10000 ALPHA (1, 5, 1) = 1.04151 THRUST (1, 5, 1) = 19986.06445 DRAG (1, 5, 1) = 19982.78320 ELEVAT (1, 5, 1) = 0.01518 THROTT (1, 5, 1) = 41.63763 ALPHA (1, 6, 1) = 0.68266 THRUST (1, 6, 1) = 43516. 82813 DRAG (1, 6, 1) = 43513. 79688 ELEVAT (1, 6, 1) = 0.02884 THROTT (1, 6, 1) = 90. 86839 ALPHA(1, 3, 1) = 2, 74196 THRUST(1, 3, 1) = 4531, 98633 DAC(1, 3, 1) = 455, 6, 80420 ELEVAT(1, 3, 1) = -0, 0.234 THROTT(1, 3, 1) = 9, 44164 ALPHA (1.1.1)=11.43374 TRUST (1.1.1)=6586 B9B93 DRAC (1.1.1)=6456.14502 ELEVAT (1.1.1)=-0.10977 TROTT (1.1.1)=13.72271 MACH=0.40000 ALPHA(1,2,1)=6.32867 THRUST(1,2,1)=3760.49414 DRAC(1,2,1)=3737.57080 ELEVAT(1,2,1)=-0.06065 THROTT(1,2,1)=7.83436 ALPHA (1, 4, 1) = 1, 38783 THRUST (1, 4, 1) = 7484, 06982 DRAC(1, 4, 1) = 7481, 08545 ELEVAT (1, 4, 1) = -0, 00631 THROTT (1, 4, 1) = 15, 59181 MACH=0.30000 ALPHA(2,1,1)=14.12306 THRUST(2,1,1)=196.08789 DRAC(2,1,1)=7948.37109 ELEVAT(2,1,1)=-0.14029 REFERENCE LOAD FACTORS XN (1) = 1. D0 XN (3) = 2. D0 XN (3) = 4. D0 KPAX=3 ALT (9) =45000. ALT (9) =50000. IMAX=9 ALT(2)=15000. MACH=0.60000 MACH=1.00000 Uυ 1.4 1.6 1.8 2.0 STRAIGHT AND LEVEL/LEVEL TURN TRIMS USED AT EACH LOAD FACTOR; LOAD FACTORS=ST. AND LEVEL, 2,4 LINEARIZATION PROCRAM MACH NUMBERS REFERENCE ALTITUDES ALT (1) = 10000 ALT (2) = 15000. ALT (3) = 20000. ALT (5) = 30000. ALT (5) = 30000. ALT (7) = 40000. IF (ISTART.CT.0)CO TO 100 XMACH (1) = 0.3 XMACH (2) = 0.4 XMACH (3) = 0.6 XMACH (5) = 1.0 XMACH (5) = 1.0 XMACH (6) = 1.2 XMACH (7) = 1.6 XMACH (9) = 1.6 XMACH (10) = 2.0 XMACH (10) = 2.0 DO 200 I=1,9
DO 300 J=1,10
DO 400 K=1,6
DO 400 K=1,6
DEAG(I,J,K) =
BETA(I,J,K) =
BETA(I,J,K) =
PHI (I,J,K) = 0

THETA(I,J,K) = 0

THETA(I,J,K) =
PITCHR (I,J,K) =
PITCHR INITIALIZATION DATA FROM THE 10K 22K 22K 23K 23K 45K 45K 50K

UU U

MACH=1.40000 ALPHA(4,7,1)=0.91263 THRUST(4,7,1)=34461.49219

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υu
                                                                                                                                                                                                                                                                                                                                                                                                                                HACH=1.00000
ALPHA(2,5,1)=1.22059
THRUST(2,5,1)=16509.15625
DRAC(2,5,1)=16504.97070
ELEVAT(2,5,1)=-0.01869
THROTT(2,5,1)=34.39407
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    MACH=0.30000
ALPHA(3.1,1)=17.87607
THRUST(3.1,1)=10237.47266
DRAG(3.1,1)=9742.47266
ELEVAT(3.1,1)=0.19544
THROTT(3.1,1)=21.32807
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   MACH=0.60000
ALPHA(3,3,1)=4.09133
THRUST(3,3,1)=3823.92310
DRAG(3,3,1)=3814.17993
ELEVAT(3,3,1)=-0.03343
THROTT(3,3,1)=-7.96651
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 MACH=1.20000
ALPHA(2.6.1)=0.65345
THRUST(2.6.1)=39445.27344
DRAG(2.6.1)=39440.91406
ELEVAT(2.6.1)=0.02145
THROTT(2,6.1)=02.17765
                                                                                                                                                                                                                                                                                                 MACH=0.00000
ALPHA(2,4,1)=1.69465
THRUST(2,4,1)=6128.60899
DRAG(2,4,1)=6126.5049
ELEVAT(2,4,1)=0.00840
THROTT(2,4,1)=12.76793
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      MACH=0.40000
ALPIA(3, 2, 1) =9.57196
THRUST(3, 2, 1) =5120.0063!
DRAG(3, 2, 1) =5048.73633
ELEVAT(3, 2, 1) =-0.0187
THROTT(3, 2, 1) =10.66668
                                                                                                                                                                 MACH=0.60000
ALPHA(2,3,1)=3.33402
THRUST(2,3,1)=4014.4614
DRAC(2,3,1)=4007.66357
ELEVAT(2,3,1)=-0.02746
THROTT(2,3,1)=8.36346
THROTT (2, 1, 1) = 17.07518
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 ALT(3)=20000
```

MACH=0.30000 ALPHA(4.1,1)=23.36872 THNOST(4,1,1)=123549.41016 DRAG(4.1,1)=12438.00781 ELEVAT(4,1,1)=-0.32833 THROTT(4,1,1)=-0.23833

ELEVAT (3, 4, 1) =-0.01109 THROTT (3, 4, 1) =10.39225

MACH=1.00000 ALPHA(3,5,1)=1.45005 THRUST(3,5,1)=13561.7 DRAC(3,5,1)=13556.93 ELEVAT(3,5,1)=0.0237 THROTT(3,5,1)=28.2526

MACH=1.20000 ALPHA(3,6,1)=1.0720 THRUST(3,6,1)=32175 TRGS(3,6,1)=32169-4 ELEVAT(3,6,1)=0.012 THROTT(3,6,1)=67.03

ALT (4) =25000

MACHED. 40000 ALPHA(4,2,1)=11.81394 THRUST(4,2,1)=6817.70896 DRAG(4,2,1)=6673.23438 ELEVAT(4,2,1)=0.11645 THROTT(4,2,1)=14.20356 MACH=0.60000 ALPHA(4,3,1)=5.05511 TRUST(4,3,1)=3672.75806 DRAG(4,3,1)=3658.4646 ELEVAT(4,3,1)=-0.04267 THROTT(4,3,1)=7.65158 MACH=0.80000 ALPHA(4,4,1)=2.58838 THRUST(4,4,1)=4046.82544 DRAG(4,4,1)=4042.58105 ELEVAT(4,4,1)=-0.01454 THROTT(4,4,1)=8.43089

MACH=1.00000 ALFHA (4, 5, 1)=1.74225 THRUST (4, 5, 1)=11112.5000 DRAC(4, 5, 1)=11108.81348 ELEVAT (4, 5, 1)=0.02903 THROTT (4, 5, 1)=23.15104

	MACH=0.60000 ALPHA(6,3.1)=7.88297 THRUST(6,3,1)=4551.47559 DRAC(6,3.1)=4568.51270 ELEVAT(6,3.1)=-0.06980 THROTT(6,3.1)=-0.06980	MACH=0.80000 ALPHA(6,4,1)=4.0897 THRUST(6,4,1)=3515. DRAG(6,4,1)=3506.24 ELEVAT(6,4,1)=-3507.74 THROTTF(6,4,1)=-3.002	MACH=1.0000 ALPHA (6, 5, 1) = 2, 6218 THRUST (6, 5, 1) = 7394. DRAG (6, 5, 1) = 7396. 25 ELEVAT (6, 5, 1) = 7000 THROTT (6, 5, 1) = 15. 40	MACH=1.20000 ALPHA (6, 6, 1) =2.16504 THRUST (6, 6, 1) =16848.63867 DRAG (6, 6, 1) =16836.59570 ELEVAT (6, 6, 1) =-0.0349 THROTT (6, 6, 1) =35.10133	000 7, 1)=1.57 7, 1)=222 1)=22218 7, 1]=0.0	00 1)=1.2 1)=27)=2790 1)=6.	=0.92; =3481 34809.	00 00 1)=10.07 1)=5843)=5753.11 1)=-0.00	7,3,1)=12.1 80000 4,1]=5.182 7,4,1)=3379.9 4,1)=3379.9 7,4,1]=7.07
L	U	00	00 (υ (<u> </u>	υυ	υυ	ύυυυ	υυ
		•							

EMPC(4 7, 1) = 945.5.919

EMPC(4 7, 1) = 945.5.919

EMC(4 7, 1) = 1, 7947

ALT(5) = 30000.

WAT(5) = 30000.

WAT(5) = 30000.

WAT(5) = 30000.

WAT(5) = 30000.

AWAT(5, 2, 1) = 64471

WAT(5, 2, 1) = 1, 7947

WAT(5, 2, 1) = 0, 945

ELEVAT(5, 3, 1) = 7, 9334

WAT(5, 3, 1) = 7, 934

WAT(6, 3, 1

C MACH=1.2000

ALPHA (6, 5, 1)=12.85646

C ALPHA (6, 5, 1)=11040.6103524

TRUCT (8, 6, 1)=11040.6103524

TRUCT (8, 6, 1)=1040.61035

ELEVAT (8, 6, 1)=2.04344

C MACH=1.40000

ALPHA (8, 7, 1)=2.6942

TRRUCT (8, 7, 1)=14250.1343

TRRUCT (8, 7, 1)=14250.1340

DRAC (8, 1)=17046.81055

ELEVAT (8, 1)=2.17759

TRRUCT (8, 1)=2.17759

TRRUCT (8, 1)=2.17759

TRRUCT (8, 1)=2.17759

TRRUCT (8, 9, 1)=2.17759

TRRUCT (8, 1)=2.17759

TRRUCT (8, 1)=2.17684

TRRUCT (8, 1)=2.21168.8789

ELEVAT (8, 10, 1)=2.6651.8847

TRRUCT (8, 10, 1)=2.6651.8849

TRRUCT (8, 10, 1)=2.13369

TRRUCT (8, 1)=2.1346

TRRUCT (8, 2)=2.1368

TRRUCT (8, 2)=2.1346

TRRUCT (8, 2)=2.1368

TRRU

ROLLR (1, 2, 2) =-0.93527 PITCHR (1, 2, 2) =6.93060 YAWR (1, 2, 2) =3.639377 THRUST (1, 2, 2) =16494.33422 ELEVAT (1, 2, 2) =-0.17681 DTALL (1, 2, 2) =-0.00683 RUDDER (1, 2, 2) =-0.01629 THROTT (1, 2, 2) =-0.01629 ALLERO (1, 2, 2) =-0.02278 MACH=1.0 LIFT(1.5, 2)=81317.89844 DRAC(1.5, 2)=21260.25391 BETA(1.5, 2)=1.91904 ALPHA(1.5, 2)=1.91904 PHI (1.5, 2)=6.30110 THETA(1.5, 2)=0.96567 ROLLR (1.5, 2)=0.96567 ROLLR (1.5, 2)=0.05048 PITCHR (1.5, 2)=1.48377 THRUST(1.5, 2)=1.2172.15820 ELEVAT(1.5, 2)=1.2172.15820 DIALL (1.5, 2)=0.00026 PHINDSER (1.5, 2)=0.00026 THROTT (1.5, 2)=0.00015 THROTT (1.5, 2)=0.00015 LIFT(1, 4, 2) =81322.66406 DRAG(1, 4, 2) =8050.01514 BETA(1, 4, 2) =0.03316 ALPHA(1, 4, 2) =0.03316 PHI (1, 4, 2) =0.19688 THE TA(1, 4, 2) =1.0653 ROLLR (1, 4, 2) =-0.0524 PITCHR (1, 4, 2) =-0.0524 PITCHR (1, 4, 2) =-0.0524 PITCHR (1, 4, 2) =-0.0139 MANK (1, 4, 2) =-0.0139 DTALL (1, 4, 2) =-0.0138 RUDDER (1, 4, 2) =-0.0138 RUDDER (1, 4, 2) =-0.0138 ALLENOTT (1, 4, 2) =-0.0137 MACH=0.6 LIFF(1,3,2)=31324.18750 DRAG(1,3,2)=7520.99805 BETA(1,3,2)=0.07205 ALPHA(1,3,2)=0.42597 THETA(1,3,2)=2.86451 ROLIR (1,3,2)=2.86451 ROLIR (1,3,2)=0.24951 ROLIR (1,3,2)=0.24951 THETA(1,3,2)=0.24951 THEUST(1,3,2)=0.05961 DIALL (1,3,2)=0.00990 RUDDER (1,3,2)=0.00052 THEOTT (1,3,2)=0.00052 THEOTT (1,3,2)=0.00052 MACJET 2 LJET (1, 6, 2) =81322.88281 DRAG (1, 6, 2) =44835.46484 MACH=0.8 Uυ SINCE LIFT DATA FOR SYMPTRIC FLICHT HAS NOT BEEN STORED, COMPUTE IT FROM THRUST, ANGLE OF ATTACK AND WEIGHT, THETA-ALFA DO 801 IN=1, IMAX
DO 900 JN=1, JMAX
ALRDAB=ALPHA(IN, JN, 1) *3.1415927D0/180.D0
LIFT(IN, JN, 1) =MEIGT-THRUST(IN, JN, 1) *DSIN (ALRDAB)
THETA(IN, JN, 1) =ALPHA(IN, JN, 1)
CONTINUE
CONTINUE LEVEL TURN WHILE VARYING ALPHA MACH=1.40000 ALPHA(9,7,1)=3.48176 THRUST(9,7,1)=11492.67285 DRAG(9,7,1)=11471.37109 ELEVAT(9,7,1)=-0.05983 THROTT(9,7,1)=-33.94307 ALFHA (9, 10, 1) =1,71658 THRUST (9, 10, 1) =21436, 30664 DRAC (9, 10, 1) =21477, 59766 ELEVAT (9, 10, 1) =0,06554 THROTT (9, 10, 1) =44,65897 MACH=1.60000 ALPHA(9, 8, 1)=2.84358 THNUST(9, 1)=14410.39453 DRAC(9, 8, 1)=14391.90820 ELEVAT(9, 8, 1)=-0.02969 THROTT(9, 8, 1)=-0.02966 MACH=1.80000 ALPHA(9, 9, 1)=2.18668 THRUST(9, 9, 1)=1777. 35547 DRAC(9, 9, 1)=17714.55469 ELEVAT(9, 9, 1)=0.00854 THROTT(9, 9, 1)=36.93199 ELEVAT (9,6,1)=-0.13590 THROTT (9,6,1)=21.01925 ALPHA (1, 2, 2) = 14.03178 PHE(1, 2, 2) = 62.29918 THETA (1, 2, 2) = 6.81347 LOAD FACTOR=2.0 ALTITUDE=10000 MACH=2.00000 LIFT (1, 2, DRAG (1, 2, BETA (1, 2, MACH=0. ပပ υU υU

```
THROTT (2, 4, 2) = 15. 93111

AILERO (2, 4, 2) = -0.00136

C MACH=1.0

ERAC (2, 5, 2) = -0.1764

BETA (2, 5, 2) = 0.01764

BITA (3, 5, 2) = 0.06104

BITA (4, 5, 2) = 0.0025

BITA (1, 3, 2) = 0.0025

BITA (1, 3, 2) = 0.0035

BITA (3, 3, 2) = 0.0033

BITA (3, 4, 2) = 0.0033

BITA (3, 4, 2) = 0.0035

BITA (3, 4, 2) = 0.00365

BITA (3, 4, 2) =
```

META(1, 6, 2) = 0.0004

ALFIN(1, 6, 2) = 0.0004

MIT(1, 6, 2) = 0.0001

THER(1, 6, 2) = 0.0018

PUTAR(1, 6, 2) = 0.0018

PUTAR(2, 2) = 0.0018

PUTAR(2, 2) = 0.0018

PUTAR(2, 2) = 0.0019

PUTAR(2, 3) = 0.0019

```
DRAG (4, 5, 2) = 13663. 21680

ALM (4, 5, 2) = 0.01960

ALM (4, 5, 2) = 0.01960

ALM (4, 5, 2) = 0.019264

PHI (4, 5, 2) = 0.01567

ROLLR (4, 5, 2) = 1.67157

ROLLR (4, 5, 2) = 1.67157

ROLLR (4, 5, 2) = 1.67157

THROTT (4, 5, 2) = 0.0258

THROTT (4, 5, 2) = 0.0258

THROT (4, 5, 2) = 0.0258

THROT (4, 5, 2) = 0.0035

THROT (4, 5, 2) = 0.0035

THROT (4, 6, 2) = 0.0031

PHI (4, 6, 2) = 0.00567

ALPIA (4, 6, 2) = 0.00567

ALPIA (4, 6, 2) = 0.00586

ROLLR (4, 6, 2) = 0.00586

ROLLR (4, 6, 2) = 0.00587

ALPHA (4, 6, 2) = 0.0031

THROTT (4, 7, 2) = 0.00387

ALPHA (4, 7, 2) = 0.00387

THETA (4, 7, 2) = 0.00387

THETA (4, 7, 2) = 0.0031

THROTT (4, 7, 2) = 0.00356

THROT (4, 7, 2) = 0.00356

THROT (4, 7, 2) = 0.00356

THROT (4, 7, 2) = 0.0036

ALPHA (5, 2) = 0.1036

ALPHA (5, 3, 2) = 0.2033

THRUST (5, 3, 2) = 0.1036

ALPHA (5, 3, 2) = 0.2033

THRUST (5, 2) = 0.2033

THRUST (5, 2) = 0.2033
```

THENST (3. 5. 2) = 12.7005

VAMR (3. 5. 2) = 12.7005

THENST (3. 5. 2) = 17.7004

RUDRS (3. 5. 2) = 17.7004

RUDRS (3. 5. 2) = 0.0031

ALPH (3. 6. 2) = 33376

RUDR (3. 6. 2) = 33376

RUDR (3. 6. 2) = 2.7089

VAMR (3. 6. 2) = 2.7089

VAMR (3. 6. 2) = 2.7089

VAR (3. 6. 2) = 2.7089

VAR (3. 6. 2) = 0.0032

RUDR (3. 6. 2) = 0.0033

RUDR (4. 3. 2) = 1.5559

RUDR (4. 3. 2) = 1.5559

RUDR (4. 3. 2) = 1.5559

RUDR (4. 3. 2) = 0.0031

RUDR (4. 2) = 0.0031

RUDR (4. 4. 2) = 0.0031

RUDR (4. 4. 2) = 0.0032

RUDR (4. 4. 2) = 0.0033

181

```
THRUST (5, 7, 2) = 36976. 02734

ELEVAT (5, 7, 2) = -0.00904

DTAIL (5, 7, 2) = -0.00927

RUDGER (5, 7, 2) = -0.00027

RUDGER (5, 7, 2) = -0.00027

THROTT (5, 8, 2) = -0.00167

THROTT (5, 8, 2) = -0.00167

THROTT (5, 8, 2) = -0.00167

THRUST (5, 8, 2) = 0.00370

ALPHA (5, 8, 2) = -0.00370

ALPHA (5, 8, 2) = -0.00370

ALLERO (5, 8, 2) = -0.0024

PULLR (5, 8, 2) = -0.0024

PULLR (5, 8, 2) = -0.0024

THRUST (5, 8, 2) = -0.0023

ALTITUDE=3500

ALTITUDE=3500

ALTITUDE=3500

ALTITUDE=3500

ALTITUDE=3500

ALTITUDE (5, 3, 2) = -0.0025

THRUST (6, 3, 2) = -0.0023

ALTITUDE (6, 3, 2) = -0.0023

ALTITUDE (6, 4, 2) = -0.0023

ALTHRUST (6, 4, 2) = -0.0023

ALTHRUST (6, 4, 2) = -0.0023

THRUST (6, 4, 2) = -0.0023

THRUST (6, 4, 2) = -0.0023

ALTHRUST (6, 4, 2) = -0.00236

ALTHRUST (6, 4, 2) = -0.00236
```

```
HACH=0 8

LIERO (5, 3, 2) = 36.69043

HACH=0 8

LIET (5, 4, 2) = 81162.4269

DRAF (5, 4, 2) = 8125.35938

BETA (5, 4, 2) = 6.03465

ALPHA (5, 4, 2) = 6.03319

THE TA (5, 4, 2) = 6.03319

THE TA (5, 4, 2) = 6.03319

THE TA (5, 4, 2) = 0.03465

THRUST (5, 4, 2) = 0.03412

PITCH (5, 4, 2) = 0.03412

PITCH (5, 4, 2) = 0.0344

DTAIL (5, 4, 2) = 0.00044

DTAIL (5, 4, 2) = 0.00044

DTAIL (5, 4, 2) = 0.00044

THRUST (5, 4, 2) = 0.00044

MACH=1.00000

LIET (5, 2, 2) = 0.0039

HACH (5, 5, 2) = 1.7366

ELEVAT (5, 5, 2) = 1.7366

RULLR (5, 5, 2) = 0.0039

RUDDER (5, 6, 2) = 2.8339

THRUST (5, 6, 2) = 0.00319

RUDDER (5, 6, 2) = 1.33839

THETA (5, 6, 2) = 0.00319

RULLR (5, 6, 2) = 0.00319

RUDDER (5, 6, 2) = 0.00319

RULLR (5, 6, 2) = 0.00319

RULLR (5, 6, 2) = 0.00319

RULLR (5, 6, 2) = 0.00319

RUDDER (5, 6, 2) = 0.00319

RUDDER (5, 6, 2) = 0.00319

RULLR (5, 7, 2) = 0.00319
```

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HACH-1.0

LIFT (7, 5, 2) = 81090 .48438

DAG (7, 5, 2) = 13232 .69336

BETA (7, 5, 2) = 0.0454

ALPHA (7, 5, 2) = 6.0524

PHI (7, 5, 2) = 6.0534

PHI (7, 5, 2) = 3.26198

ROLLR (7, 5, 2) = 2.93486

PITCHR (7, 5, 2) = 2.93486

YAMR (7, 5, 2) = 1.9164

PITCHR (7, 5, 2) = 1.911.38086

ELEVAT (7, 5, 2) = 1.911.38086

ELEVAT (7, 5, 2) = 1.911.38086

ELEVAT (7, 5, 2) = 0.00588

RUDDER (7, 5, 2) = 0.00588

THROTH (7, 5, 2) = 0.00588

ALLERO (7, 5, 2) = 2.7.752888
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              LIFT (7, 6, 2) =81088, 27344
DRAG (7, 6, 2) =19292, 47070
BETA (7, 6, 2) =-0.1306
ALPHA (7, 6, 2) =5.85336
PHI (7, 6, 2) =5.85336
PHI (7, 6, 2) =5.86456
ROLLR (7, 6, 2) =2.86456
ROLLR (7, 6, 2) =2.86457
PITCHR (7, 6, 2) =2.86457
THRUST (7, 6, 2) =1.91393, 88789
ELEVAT (7, 6, 2) =1.9393, 88789
DYALL (7, 6, 2) =-0.10562
                      ALTITUDE=40000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              LIFT (7.7.2
DRAG (7.7.2
BETA (7.7.2
ALPHA (7.7.7
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 MACH=1.2
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ALPHA (6, 5, 2) = 5, 21196
PHI (6, 5, 2) = 60, 54334
THETA (6, 5, 2) = 2, 58840
ROLLR (6, 5, 2) = 2, 69840
FITCHR (6, 5, 2) = 1, 63569
THRUST (6, 5, 2) = 1, 63569
THRUST (6, 5, 2) = 12063, 65234
ELEVAT (6, 5, 2) = 0, 10993
DTAIL (6, 5, 2) = 0, 10998
RUDDER (6, 5, 2) = 0, 10287
THROTT (6, 5, 2) = 0, 10287
ALLERO (6, 5, 2) = 0, 10287 MACH=1.8 LIFT (6, 9, 2) =81120.92969 DRAG (6, 9, 2) =36804.26953 BETA (6, 9, 2) =0.0330 ALPHA (6, 9, 2) =2.19715 PHI (6, 9, 2) =0.18289 THETA (6, 9, 2) =1.08289 FOLLR (6, 9, 2) =1.0134 PITCHR (6, 9, 2) =0.03514 PITCHR (6, 9, 2) =0.03514 PITCHR (6, 9, 2) =0.03514 PITCHR (6, 9, 2) =0.0022 DTAIL (6, 9, 2) =0.00022 RUDDER (6, 9, 2) =0.00032 THROTT (6, 9, 2) =0.00338 ALLERO (6, 9, 2) =0.00338 MACH=1.2 LIFT (6, 6, 2) =81127.46875 DAGG (6, 5) =0.0899.64648 BETA (6, 6, 2) =0.01139 ALPHA (6, 6, 2) =4.5530 PHI (6, 6, 2) =6.0.14050 THETA (6, 6, 2) =2.23933 ROLLR (6, 6, 2) =-0.10940 PITCHR (6, 6, 2) =-2.44082 YAMR (6, 6, 2) =-2.44082 THRUST (6, 6, 2) =-0.10940 DTALL (6, 6, 2) =-0.0019 RUDDER (6, 6, 2) =-0.0018 THROTER (6, 6, 2) =-0.0018 ALLERO (6, 6, 2) =-0.0018 MACH=1.6 LIFT (6.8.2) =81130.55 DRAG(6.8.2) =29899.12 BETA (6.8.2) =0.00470 ALPHA (6.8.2) =2.85663 PHI (6.8.2) =6.65611 THETA (6.8.2) =1.05691 YAWR (6.8.2) =1.02691 THRUST (6.8.2) =0.0591 DIAGLE (8.2) =0.0591 DIAGLE (8.2) =0.001 THRUST (6.8.2) =0.001 THRUST (6.8.2) =0.001 THRUST (6.8.2) =0.001 THRUST (6.8.2) =0.001

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MACH=1.4

LIFT (8, 7, 2) =81051.44531

DRAG (8, 7, 2) = 20431.61133

BETA (8, 7, 2) = 20431.61133

ALPHA (8, 7, 2) = 5.86934

PHI (8, 7, 2) = 6.96077

THETA (8, 7, 2) = 2.96419

ROLLR (8, 7, 2) = 2.01215

PITCHR (8, 7, 2) = 2.01215

PITCHR (8, 7, 2) = 2.01393

YAWR (8, 7, 2) = 2.0134

THRUST (8, 7, 2) = 2.0539

THRUST (8, 7, 2) = 0.0057

RUDDER (8, 7, 2) = 0.00211

THROTT (8, 7, 2) = -0.00211

THROTT (8, 7, 2) = -0.00211

ALLERO (8, 7, 2) = -0.00211
                                                                                                                                                                                                                                                                                                               MACH=1.0

LIFT (8, 5, 2) =81051.78125

DRAG (8, 5, 2) =14852.18457

BETA (8, 5, 2) =0.02836

ALPHA (8, 5, 2) =6.02836

PHI (8, 5, 2) =6.16088

THETA (8, 5, 2) =-0.24430

PITCHR (8, 5, 2) =-0.24430

PITCHR (8, 5, 2) =-0.24430

PITCHR (8, 5, 2) =-0.2430

PITCHR (8, 5, 2) =-0.19276

DIALL (8, 5, 2) =-0.19276

DIALL (8, 5, 2) =-0.00379

THROTT (8, 5, 2) =-0.00349

THROTT (8, 5, 2) =-0.00349
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  MACH=1.2
LIFT (8, 6, 2) = 81040.35938
DRAG (8, 6, 2) = 18841.87109
BETA (8, 6, 2) = 0.0485
ALPHA (8, 6, 2) = 0.1485
ALPHA (8, 6, 2) = 7.4331
PHI (8, 6, 2) = 7.4331
ROLLR (8, 6, 2) = 3.61231
ROLLR (8, 6, 2) = 2.48918
YAMR (8, 6, 2) = 1.01937
PITGR (8, 6, 2) = 2.28918
YAMR (8, 6, 2) = 1.001.48438
ELEVAT (8, 6, 2) = 1.001.48438
ELEVAT (8, 6, 2) = 1.001.48438
RUDGER (8, 6, 2) = 0.00085
ALBOTT (8, 6, 2) = 0.00085
ALBOTT (8, 6, 2) = 9.58643
ALLERO (8, 6, 2) = 9.58643
         ALPHA (8, 4, 2) =16.28868
PHI (8, 4, 2) =53.35456
THETA (8, 4, 2) =7.53903
ROLLR (8, 4, 2) =-0.59440
PITCHR (8, 4, 2) =-0.1419
THUST (8, 4, 2) =2.01419
THRUST (8, 4, 2) =2.01419
THRUST (8, 4, 2) =-0.19221
DTAIL (8, 4, 2) =-0.0216
RUDDER (9, 4, 2) =-0.00216
RUDDER (8, 4, 2) =-0.00216
ALBERO (8, 4, 2) =-0.00216
                                                                                                                                                                                                                                                                                                 00
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         LIFT (7, 10, 2) =81064, 25000
DRAG(7, 10, 2) =35739, 31250
BETA(7, 10, 2) =0.00311
ALPHA(7, 10, 2) =2.26260
PHI (7, 10, 2) =60.58380
THETA(7, 10, 2) =1.1442
ROLLR (7, 10, 2) =1.1443
YAWR (7, 10, 2) =1.14638
YAWR (7, 10, 2) =-0.0356
PITCHR (7, 10, 2) =-0.0356
DITCHR (7, 10, 2) =-0.0036
DITCHR (7, 10, 2) =-0.0019
ELEVAT (7, 10, 2) =-0.0019
THRUST (7, 10, 2) =-0.00113
THROTT (7, 10, 2) =-0.00113
THROTT (7, 10, 2) =-0.00113
                                                                                                                                                           MACH=1.6

LIFT (7, 8, 2) =81087.07031

DRAG (7, 8, 2) =24260.49805

BETA (7, 8, 2) =0.0457

ALPHA (7, 8, 2) =0.0457

ALPHA (7, 8, 2) =0.0457

PHI (7, 8, 2) =0.0563

THETA (7, 8, 2) =1.81550

ROLLR (7, 8, 2) =1.81550

PACHR (7, 8, 2) =1.01548

YAWR (7, 8, 2) =1.033101

THRUST (7, 8, 2) =0.05322

DTALL (7, 8, 2) =0.0038

ELEVAT (7, 8, 2) =0.0038

RUDDER (7, 8, 2) =0.0038

ALLROTT (7, 8, 2) =0.0038

THROTT (7, 8, 2) =0.0038
THRUST (7,7,2) = 21868.25195
ELEVAT (7,7,2) = -0.10316
DTAIL (7,7,2) = -0.0046
RUDDER (7,7,2) = -0.00198
THROTT (7,7,2) = -0.00198
AILERO (7,7,2) = -0.00154
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              MACH=1.8

LIFT (7.9, 2) =81097.53125

DRAG (7,9, 2) =29682.07422

BETA (7,9, 2) =0.0376

ALPHA (7,9, 2) =2.86130

PHI (7,9, 2) =6.6.6237

THETA (7,9, 2) =1.40777

ROLLR (7,9, 2) =0.04594

PITCHR (7,9, 2) =0.04594

PITCHR (7,9, 2) =0.02593

YAMR (7,9, 2) =0.0250

DTALL (7,9, 2) =0.0141

THROTT (7,9, 2) =0.00026

BUDDER (7,9, 2) =0.00026

MUDDER (7,9, 2) =0.00036

ALLENO (7,9, 2) =0.00036
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      MACH=0.8
LIFT (8,4,2) =81050.51563
DRAG (8,4,2) =21814.13477
BETA (8,4,2) =0.08002
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        ALTITUDE=45000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        WACH=2
                                                                                                                                          Uυ
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               ပ္ ပ
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                υU
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MACH=1.8

LIFT (8, 9, 2) =81050.97656

DRAG (8, 9, 2) =24089.63086

BETA (8, 9, 2) =0.0361

ALPHA (8, 9, 2) =3.70487

PHI (8, 9, 2) =6.67407

THETA (8, 9, 2) =1.81964

ROLLR (8, 9, 2) =1.63054

YAWR (8, 9, 2) =0.0592

PITCHR (8, 9, 2) =0.0592

PITCHR (8, 9, 2) =0.0592

DIALL (8, 9, 2) =0.05930

ELEVAT (8, 9, 2) =0.05930

BATALL (8, 9, 2) =0.00330

THROTT (8, 9, 2) =0.00143

THROTT (8, 9, 2) =0.00143
LIFT (8, 8, 2) =81062.45313
DRAG (8, 8, 2) =22251.68945
BETA (8, 8, 2) =0.00487
ALPHA (8, 8, 2) =4.82793
PHI (8, 8, 2) =60.83395
THETA (8, 8, 2) =2.36137
ROLLR (8, 8, 2) =-1.84594
YAWR (8, 8, 2) =-1.84594
THUST (8, 8, 2) =-1.03023
THRUST (8, 8, 2) =-2330.3359
ELEVAT (8, 8, 2) =-2330.3359
ELEVAT (8, 8, 2) =-0.0045
RUDGER (8, 8, 2) =-0.0045
RUDGER (8, 8, 2) =45.52153
ALLERO (8, 8, 2) =45.52153
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            ALTITUDE=50000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          MACH=1.0
LIFT (9, 5, 2)
DRAG (9, 5, 2)
BETA (9, 5, 2)
ALPHA (9, 5, 2) =
THETA (9, 5, 2)
ROLLR (9, 5, 2)
```

ALLERO (1, 4, 3) =- 0.00178

MACH=1

LIFT (1, 5, 3) == 12455.81641

BETA (1, 5, 3) == 0.01957

ALPHA (1, 5, 3) == 0.01957

ROLLR (1, 5, 3) == 0.92187

ROLLR (1, 5, 3) == 0.92187

ROLLR (1, 5, 3) == 0.92187

ROLLR (1, 5, 3) == 0.00187

TRUDY (1, 5, 3) == 0.0039

TREDA (1, 5, 3) == 0.0039

TRUDY (1, 5, 3) == 0.0039

TREDA (1, 6, 3) == 0.00117

ALLERO (1, 5, 3) == 0.00117

ALPHA (1, 6, 3) == 0.00117

ALPHA (1, 6, 3) == 0.0032

ROLLR (1, 6, 3) == 0.0052

TRUDER (1, 6, 3) == 0.0053

ROLLR (1, 6, 3) == 0.0053

ROLLR (1, 6, 3) == 0.0033

ROLLR (1, 6, 3) == 0.0053

TRUDER (1, 6, 3) == 0.00107

ALLERO (1, 6, 3) == 0.0039

RUDGER (1, 6, 3) == 0.0096

ALPHA (2, 3, 3) == 0.17339

RULR (2, 3, 3) == 0.17339

RULR (2, 3, 3) == 0.0096

TRROTT (2, 4, 3) == 0.0096

THRUST (9 9 2) = 0 51250

THRUST (9 9 2) = 0 51250

FIRINGS (9 9 2) = 0 50375

FIRINGS (9 10 2) = 23405

ALTH (9 10 2) = 23405

ALTH (9 10 2) = 23407

ALTH (9 10 2) = 24405

FIRINGS (9 10 2) = 24405

FIRINGS (9 10 2) = 24495

FIRINGS (9 10 2) = 0 6024

FIRINGS (10 2) = 0 6024

FIRINGS (10 3) = 2 6024

FIRINGS (10 4) = 1 6024

FIRINGS

```
BETA(3, 5, 3) =0.02259

ALFHA(3, 5, 3) =5.41493

PHI (3, 5, 3) =5.541493

PHI (3, 5, 3) =1.35472

ROLLR(3, 5, 3) =0.16493

PITCHR(3, 5, 3) =6.76102

YAWR (3, 5, 3) =1.71174

THRUST(3, 5, 3) =2.4440.7636

ELEVAT(3, 5, 3) =0.11539

DATALL(3, 5, 3) =0.00049

RUDDER (3, 5, 3) =0.00083

THROTT(3, 5, 3) =0.00083

THROTT(3, 5, 3) =0.00083

THROTT(3, 5, 3) =0.00083
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       ALTITUDE=25000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     MACH=1.0
DRAC(4,5)
BETA (4,5)
BETA (4,5)
PHI (4,5)
ALPHA (4,5)
PHI CHR (
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              υU
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LIFT (3,5,3)=162492.79688
DRAG (3,5,3)=24331.69727
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       ALTITUDE=20000
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MACH=1.8
LIFT(6,9,3)=161889.98438
YAWR (6, 5, 3) = THRUST (6, 5, 3) ELEVAT (6, 5, 3) DTAIL (6, 5, 3) THROTT (6, 5, 3) ALLERO (6, 5, 3)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        ALTITUDE=30000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            ALTITUDE=35000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                LIFT(5,5,3) =:
DRAC(5,5,3) =:
ALPHA(5,5,3) =:
PHI (5,5,3) =:
THETA(5,5,3) =:
THETA(5,5,3) =:
THETA(5,5,3) =:
THETA(5,5,3) =:
TARUST(5,5,3) =:
THRUST(5,5,3) =:

                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 MACH=1.0
LIFT (6, 5, DRAG (6, 5, BETA (6, 5, ALPHA (6, 5, 3) PHI (6, 5, 3) PHI (6, 5, 3)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       YAWR (5.6
YAWR (5.6
THRUST(5
ELEVAT (5.0
DTAIL (5.1
RUDDER (5.1
THROTT (5.1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        THRUST
ELEVAT
DTAIL (4
RUDDER
THROTT
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MACH=1.8

LIFT (7, 9, 3) =162177.53125

DRAC(7, 9, 3) =40494.16016

BETA (7, 9, 3) =6.19740

ALPHA (7, 9, 3) =6.19740

PHI (7, 9, 3) =5.19740

PHI (7, 9, 3) =7.5.99183

THETA (7, 9, 3) =1.51004

ROLLR (7, 9, 3) =-0.11066

PITCHR (7, 9, 3) =-0.11066

PITCHR (7, 9, 3) =-0.11066

DIRUST (7, 9, 3) =-0.14666

DIRUST (7, 9, 3) =-0.14666

DIRUST (7, 9, 3) =-0.0045

RUDDER (7, 9, 3) =-0.00150

ALLERO (7, 9, 3) =-0.00150
    THROTT (7, 8, 3) =-0.00270
THROTT (7, 8, 3) =83.07729
AILERO (7, 8, 3) =-0.00222
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       MACH=1.8
LIFT(8.9.)
BRAG(8.9.)
BFTA(8.9.)
BFTA(8.9.)
PHI (8.9.)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   υU
DRAG (6, 9, 3) =41801.17969
BETA (6, 9, 3) =0.00421
ALPHA (6, 9, 3) =4.75071
PHI (6, 9, 3) =5.87977
THETA (6, 9, 3) =-0.08454
POLLR (6, 9, 3) =-0.08454
POLLR (6, 9, 3) =-0.08454
THEWST (6, 9, 3) =-0.0238
YAWR (6, 9, 3) =4.0307
THRUST (6, 9, 3) =-0.0038
DTALL (6, 9, 3) =-0.0038
RUDDER (6, 9, 3) =-0.00127
THROTT (6, 9, 3) =-0.00127
                                                                                                                                                                                                                                                                                                                                                               MACH=1.2

LIFT (7, 6, 3) =162178 0156.

DRAG (7, 6, 3) =44539.42578

BETA (7, 6, 3) =0.2134

ALPHA (7, 6, 3) =11.54755

PHI (7, 6, 3) =76.57835

THETA (7, 6, 3) =0.30994

PITCHR (7, 6, 3) =0.30994

PITCHR (7, 6, 3) =0.30994

PITCHR (7, 6, 3) =1.50430

THEUST (7, 6, 3) =1.50430

DIALL (7, 6, 3) =0.00124

RUDGER (7, 6, 3) =0.00124

RUDGER (7, 6, 3) =0.00124

RUDGER (7, 6, 3) =0.00124

ALLENOT (7, 6, 3) =0.00124
                                                                                                                                                                                                                                                                                                                  ALTITUDE=40000
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DETERMINE THE REFERENCE VALUES OF ANGLE OF ATTACK
AT THE GIVEN D, M FOR ALL THE REFERENCE LOAD FACTORS
AND STORE IN THE 1-D ARRAY ALTEMP.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  IF XLEAC<0; TURNING FLICHT WITH ALFA GIVEN
IF XLEAC>1; TURNING FLICHT WITH LOAD FACTOR GIVEN
IF XLEAC=1; STRAIGHT AND LEVEL TRIMS
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   SYMPETRIC PLICHT, DO NOT INTERPOLATE ALONG THE LOAD FACTOR DIRECTION
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        COMPUTE THE LOAD FACTOR CORRESPONDING TO THE GIVEN ANGLE OF ATTACK
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  DXL = (XN(K+1) - XN(K)) / (ALTEMP(K+1) - ALTEMP(K))
XLFAC = XN(K) + DXL^* (ALP - ALTEMP(K))
                                                                                                                                                                                                                                                                                                                                                                                                 LOCATE LOAD FACTOR INDEX GIVEN BITHER THE LOAD FACTOR OR THE ANGLE OF ATTACK
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            IF (XLFAC.LT.0.0.OR.XLFAC.GT.1.D0) CO TO 50 K=1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          LASTK=K
CO TO 60
COA TO 60
COAD FACTOR IN TURNING FLIGHT IS GIVEN
K=LASTK
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       IF (ALP. GT. ALTEDP (K+1)) K=K+1

IF (K.GT. KHAX) GO TO 10000

IF (ALP. GT. ALTEDP (K+1)) GO TO 80

IF (ALP. LT. ALTEDP (K)) K=K-1

IF (K.LT.1) GO TO 10000

IF (ALP. LT. ALTEMP (K)) GO TO 90
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           IOPT=0
XLEA=1.100
x0 60
10 (XLEAC.CT.1.D0) 00 TO 70
ALFA IN TURNING ELIGHT IS GIVEN
                                                                                                         J=LASTJ

IF (XM.CT. XMACH (J+1) J=J+1

IF (J1.CT. JMAX) CO TO 10000

IF (XM.CT. XMACH (J+1)) CO TO 30

IF (XM.CT. XMACH (J)) J=J-1

IF (J1.ET. J) CO TO 10000

IF (XM.LT. XMACH (J)) CO TO 40

LASTJ=J
          IF (H.LT.ALT(I)) I=I-1

IF (I.LT.1) © TO 10000

IF (H.LT.ALT(I)) © TO 20

LASTI=I
                                                                                                                                                                                                                                                                                                  PO-I+1
                                                                                                                                                                                                                                                                                                                       Port:
                                                                                                                                                                                                                                                                                                                                                            ALP-1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       စ္လပ္သ
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                00000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      0000
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           SEARCH FOR THE LOCATION OF THE GIVEN MACH-ALTITUDE LOAD FACTOR POINT IN THE GIVEN 3-D TABLE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             BETA, LIFT, THRUST, DRAG, PHI, THETA, P. Q. R., THROTTLE
ELEVATOR, AILERON, RUDDER AND DIFFERENTIAL TAIL
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     LOCATE ALTITUDE-MACH INDICES FIRST I-ALTITUDE, J-MACH NO, K-LOAD FACTOR
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          QUANTITIES TO BE INTERPOLATED
PITCHR (8, 10, 3) = 3.66663
YAWR (8, 10, 3) = 0.91383
THRUST (8, 10, 3) = 40429.54297
ELEVAT (8, 10, 3) = 0.15258
DTAIL (8, 10, 3) = 0.00037
RUDDER (8, 10, 3) = 0.00152
THROTT (8, 10, 3) = 0.0152
AILERO (8, 10, 3) = 0.00154
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          LIFT (9, 10, 3) = 163487, 95313

DRAG (9, 10, 3) = 39456, 94531

BETA (9, 10, 3) = 0, 00408

ALPHA (9, 10, 3) = 0, 00408

PHI (9, 10, 3) = 76, 18526

PHI (9, 10, 3) = 76, 18526

THETA (9, 10, 3) = 2, 02481

ROLLR (9, 10, 3) = 3, 9946

PITCHR (9, 10, 3) = 3, 9946

PITCHR (9, 10, 3) = 3, 9946

THRUST (9, 10, 3) = 0, 232086

DTAIL (9, 10, 3) = 0, 00178

THUDER (9, 10, 3) = 0, 00178

THUDER (9, 10, 3) = 0, 00178

THUDER (9, 10, 3) = 0, 00145
                                                                                                                                                                                                                     MACH=1.8

LIFT(9, 9, 3) = 162025.79688

DRAG(9, 9, 3) = 45569.39453

BETA(9, 9, 3) = 0.00601

ALPHA(9, 9, 3) = 10.78515

PHI (9, 9, 3) = 76.50813

THETA(9, 9, 3) = 2.55066

ROLLR(9, 9, 3) = 0.19182

PITCHR(9, 9, 3) = 4.18727

YAWR(9, 9, 3) = 4.00465

THRUST(9, 9, 3) = 0.00465

DTALL(9, 9, 3) = 0.0069

ELEVAT(9, 9, 3) = 0.00069

RUDOBR(9, 9, 3) = 0.00055

THROTT(9, 9, 3) = 0.00255

ALLERO(9, 9, 3) = 0.00255
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               I=LASTI

IF (H.GT.ALT(I+1))I=I+1

IF (I.GT.IMAX)\mathfrak{M} TO 10000

IF (H.GT.ALT(I+1))\mathfrak{M} TO 10
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                LINEAR INTERPOLATION
```

MACH=2

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CONTINUE

ALTITUDE=50000

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PITCH (1, J.K), PITCH (1PO. J.K), PITCHR (1, JPO.K), PITCHR (1, J.KPO), PITCHR (1, J.KPO), PITCHR (1, JPO. KPO), Q, 10PT)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   CALL LINI3D(H, XM, XIEAC, XDAT(1), XDAT(2), YDAT(1), YDAT(1), ZDAT(2), YDAT(2), RUDDER(1, J, K), RUDDER(1, J, K), RUDDER(1, J, FO), K), RUDDER(1, JFO, K), RUDDER(1, J, KPO), RUDDER(1PO, JFO), RUDDER(1PO, JFO), RUDDER(1PO, JFO), RUDDER(1PO, JFO), RUDDER(1, JFO), RUD, LOPT)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             CALL LINT3D (H. XM, XLEAC, XDAT (1), XDAT (2), YDAT (1), YDAT (2), ZDAT (2), ZDAT (2), ALLERO (1, J, K), ALLERO (1, J, K), ALLERO (1, J, K), ALLERO (100, JO, K), ALL, IOPT)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    CALL LINT3D (H, XM, XLFAC, XDAT (1), XDAT (2), YDAT (1), YDAT (2), ZDAT (1), ZUAT (2), DTAIL (1, J, K), DTAIL (1, JFO, K), DTAIL (1, JFO, KP), DTAIL (1, JFO, KF), DTAI
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   SURROUTINE LINT3D(X,Y,Z,XR1,XR2,YR1,YR2,ZR1,ZR2,
1 A111,A211,A121,A221,A112,A212,A122,A222,AOUT,IOPT)
IMPLICIT REAL*8(A-H,O-Z)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                CALL LINT3D (H, XM, XLFAC, XDAT (1), XDAT (2), YDAT (1), YDAT (2), ZDAT (1), ZDAT (2), THROTT (1, J, K), THROTT (1, J, K
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         DATA IS ASSUMED TO BE CIVEN AT THE EJGHT CORNEPS OF THE CUBE WITHIN WHICH THE ACTUAL POINT IS LOCATED
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   3-D LINEAR INTERPOLATION; IF IOPT=0 NO INTERPOLATION ALONG THE Z DIRECTION
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         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CO TO 20000
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RETURN
END
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       IF (IALP.EQ.0)CO TO 120
CALL LINY3D(H.XM.XERC.XDAT(1).XDAT(2), YDAT(1),
ALPHA(1.J.K), ALPHA(IPO.J.K), ALPHA(1.J.DO.K),
ALPHA(1.DO.K), ALPHA(1.J.DO.K), ALPHA(1.J.DO.K),
ALPHA(1.J.DO.K), ALPHA(1.J.DO.K), ALPHA(1.J.DO.K),
ALPHA(1.J.DO.KDO), ALP
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         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THETA(1, J. K), THETA(1PO, J. K), THETA(1, JPO, K),
THETA(1PO, JPO, K), THETA(1, J, KPO), THETA(1PO, J, KPO),
THETA(1, JPO, KPO), THETA(1PO, JPO, KPO), THETA(1, JPO, 1OPT)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  CALL LINT3D(H, XM, XLEAC, XDAT (1), XDAT (2), YDAT (1), YDAT (2), ZDAT (2), ZDAT (2), ROLLR (1, J.K), ROLLR (1, J.K), ROLLR (1, J.K), ROLLR (1, J.KO), ROLLR (1, J.YO), ROLLR (1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 XDAT (1) = ALT (1)

XDAT (2) = ALT (1PO)

XDAT (1) = XMACH (J)

YDAT (2) = XMACH (JPO)

ZDAT (1) = XM (K)

ZDAT (2) = XM (KPO)

INTERPOLATE ANGLE OF ATTACK IF THE LOAD FACTOR 1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  CALL LINT3D(H, M, XLEAC, XDAT(1), XDAT(2), YDAT(1), YDAT(2), ZDAT(2), ZDAT(2), LIFT(1, J.K), LIFT(1, JPO, K), LIFT(1, JPO, K), LIFT(1, JPO), KPO), LIFT(1, JPO, KPO),
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               CALL LINT3D(H, MY XLFAC, XDAT(1), XDAT(2), YDAT(1), YDAT(2), ZDAT(1), ZDAT(2), DRAG(1, J.K), DRAG(1, J.V), DRAG(1,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     CALL LINT3D(H, XM, XLEAC, XDAT(1), XDAT(2), YDAT(1)
YDAT(2), ZDAT(1), ZDAT(2),
PHI (I, J, K),
PHI (IPO, JPO, K), PHI (IPO, J, K), PHI (IPO, J, KPO),
PHI (I, JPO, KPO), PHI (IPO, JPO, KPO), PHI (IPO, J, KPO),
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            CALL LINT3D (H, XM, XLEAC, XDAT (1), XDAT (2), YDAT (1),
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    CALL LINT3D(H, XM, XLFAC, XDAT(1), XDAT(2), YDAT(1), YDAT(2), ZDAT(1), ZDAT(2),
IF (XLFAC.GT.XN (K+1)) K=K+1
IE (K.GT.KNAX) Φ TO 10000
IF (XLFAC.GT.XN (K+1)) Φ TO 140
IF (XLFAC.IT.XN (K)) K=K-1
IF (XLFAC.IT.XN (K)) K=K-1
IF (XLFAC.IT.XN (K)) Φ TO 110
IF (XLFAC.IT.XN (K)) Φ TO 110
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               CONTINUE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                110
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```

DATA DENSIT/0.00175583,0.00149777,0.00126774,0.00106755, 0.00089129,0.00073921,0.00058837,0.0046347, 0.00036471/ SPEED OF SOUND
DATA SPEED/1077.40076.1057.33533,1036.92444,1016.08020,
1 994.84094,972.93378,968.07001,968.07001, REFERENCE ALTITUDES DATA ALT/10000.D0,15000.D0,20000.D0,25000.D0,30000.D0, 1 35000.D0,40000.D0,45000.D0/5000.D0/ VISCOSITY DATA VIS/1.137,1.104,1.070,1.035,1.000,0.9635,0.9555, 1 PARTIAL DERIVATIVE OF SONIC SPEED, DENSITY AND VISCOSITY WITH RESPECT TO ALTITUDE KI 1.

M=ALTIK) - ALT(I)

H=ALTITIC - ALT(I)

BY ENDE (SPEED (K) - SPEED (I) / DH

VSOUND=SPEED (I) + DSPEED * RH

DOEN = (DENSIT (K) - DENSIT (I) / DH

DY IS = (VIS (K) - VIS (I) / DH

VISCO=VIS (I) + DVIS***

VISCO=VIS (I) + DVIS****

VISCO=VIS (I) + DVIS***

VISCO=VIS (I) + DVIS**

VISCO=VIS (I) + DVIS (I) + DVIS**

VISCO=VIS (I) + DVIS (I) + D $\begin{array}{l} \text{IF}\left(\text{ALTITU GT.ALT}\left(1+1\right)\right) \text{I}=1+1\\ \text{IF}\left(\text{ALTITU GT.ALT}\left(1+1\right)\right) \text{CD. TO 10}\\ \text{IF}\left(\text{ALTITU LT.ALT}\left(1\right)\right) \text{I}=1-1\\ \text{IF}\left(\text{ALTITU LT.ALT}\left(1\right)\right) \text{CD. TO 20} \end{array}$ VISCO=VISCO/32.14352D0 DVSDH=DSPEED DODH=DDEN DVDH=DVIS/32.14352D0 AIR DENSITY DATA 1/1/ RETURN END ر 19 20 $\circ \circ$ 0000

ORIGINAL PAGE IS

OF POOR QUALITY

INTERPOLATE ALONG ALTITUDE AT THE FIRST MACH NO. : A112, A212

V12=A112+ ((A212-A112) /DX) *XD

INTERPOLATE AT THE SECOND LOAD FACTOR

INTERPOLATE ALONG THE ALTITUDE AT THE SECOND MACH NO. : A122,A222

INTERPOLATE ALONG THE MACH DIRECTION

V2=V12+ ((V22-V12)/DY) +YD

V22=A122+((A222-A122)/DX)+XD

INTERPOLATE ALONG THE LOAD FACTOR DIRECTION

IF (DZ.LE.0.D0) AQUT=V1 IF (DZ.LE.0.D0) CO TO 1000 AQUT=V1+ ((V2-V1)/DZ) *ZD

RETURN

SUBROUTINE ATMO (ALTITU, VSOUND, DENSTY, VISCO, DVSDH, DDDH, DVDH) ATMOSPHERE MODEL FROM 10000' TO 50000'

IMPLICIT REAL*8(A-H,O-Z) DIMENSION ALT(9),SPEED(9),DENSIT(9),VIS(9)

C 1006 00000 000000 $\circ\circ\circ\circ$ 000

V1=V11+ ((V21-V11) /DY) *YD IF (IOPT.EQ.0) AOUT=V1 IF (IOPT.EQ.0) CO TO 1000

INTERPOLATE ALONG ALTITUDE AT THE SECOND MACH NO. : A121, A221

INTERPOLATE ALONG THE MACH DIRECTION

V21=A121+((A221-A121)/DX)*XD

INTERPOLATE ALONG ALTITUDE AT THE FIRST MACH NO. : Alll, A211

V11=A111+((A211-A111)/DX)*XD

INTERPOLATE AT THE FIRST LOAD FACTOR

RIGHT HANDED TRIAD
X-ALTITUDE
Y-MACH NO.
Z-LOAD FACTOR

3-D INTERPOLATION :

DY=YR2-YR1 DZ=ZR2-ZR1 DX=XR2-XR1

XD=X-XR1 YD=Y-YR1 ZD=Z-ZR1

APPENDIX D

LINEAR TIME VARYING SIMULATION IN SYSTEM-BUILD

LINEAR TIME VARYING SIMULATION IN SYSTEM BUILD

Linear time varying simulation can be built around a Fortran block evaluating the matrix equation

$$y = A(t)X + B(t)U$$
 (D.1)

where $y \in \mathbb{R}^{\ell}$, $X \in \mathbb{R}^{n}$, $U \in \mathbb{R}^{m}$. A and B are time varying matrices of compatible dimensions. To use this Fortran block, the A and B matrix elements must be arranged in the following tabular form and transferred to Matrix, stack.

independent variable

To build in the Fortran block, two distinct steps are necessary. The first one consists of building a dummy superblock with the name TABLE(N), where N could be any number from 0 to 9. The Table D.2 is built as a linear interpolation table block in this superblock, say at relative location M.

Next, the superblock(s) including the time varying Fortran block may be built with the following responses for the queries

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Dimension of RP & IP: 0,2 (no real parameters, two real parameters)
enter IP: N,M (Dummy superblock Table number, relative location)

Note that to complete the time varying simulation, one has to define an independent string of L integrators. A schematic flow chart for building the time varying linear system with this FORTRAN block is given in Figure D.1.

The SYSTEM_BUILDTM block diagram for linear time varying simulation for the aircraft example discussed in this Appendix is given in Figure D.1. The first block in this diagram computes the derivatives of the states using the Fortran block. These are then integrated in block 2. Block 3 essentially routes various inputs and outputs. The reference trajectory is generated in Block 4 while the wind is generated in Block 5. Block 6 implements the time varying gains or gain schedules, again using the Fortran block.

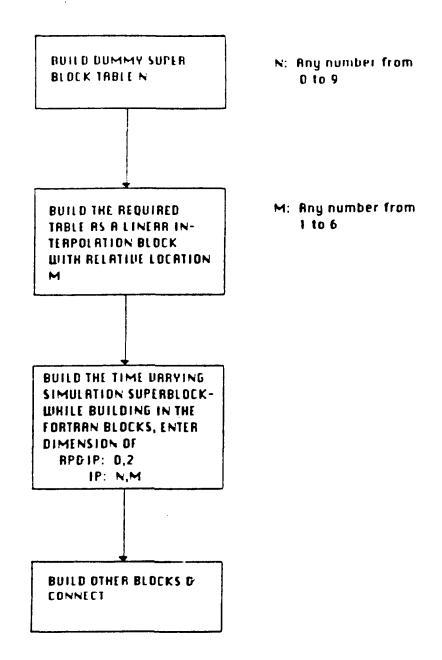


Figure D.1. Flow Chart for Building Linear Time Varying Simulation on SYSTEM-BUILD

APPENDIX E

MINIMUM ERROR EXCITATION OUTPUT FEEDBACK DESIGNS

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MINIMUM ERROR EXCITATION OUTPUT FEEDBACK DESIGNS

This appendix gives the performance index specification for the control laws designed at each flight condition. Together with the algorithm description of section 4.2.2, these performance indeces completely specify how the 30 sets of output gains can be reproduced.

LQR Performance Index

$$J = \int_{0}^{\infty} e^{-2\alpha t} (x^{T} HA_{y} Hx + u^{T} R_{uu} u) dt, \text{ with}$$

$$A_{y} = Diag[\frac{1}{(50)^{2}}, \frac{1}{(0.01)^{2}}, \frac{1}{(0.001)^{2}}, \frac{1}{(0.001)^{2}}, \frac{1}{(0.001)^{2}}, \frac{1}{(0.005)^{2}}, \frac{1}{(0.005)^{2}}, \frac{1}{(0.005)^{2}}, \frac{1}{(0.005)^{2}}, \frac{1}{(0.005)^{2}}, \frac{1}{(0.005)^{2}}, \frac{1}{(0.005)^{2}}]$$

State weighting matrix, $R_{xx} = k H^{T} A_{y} H$,

here: k is a scalar providing relative state-control weights H is the system output matrix

The control weighting matrix $R_{1111} = diag^2(B)$

Table D-1 lists the scalar weight $\,k\,$ and the state weighting vector B as a function of the design flight condition.

TABLE E-1. PERFORMANCE INDEX SPECIFICATION FOR EACH FLIGHT CONDITION (Subscript 1 corresponds to the design with all controls,

Output Feedback Gains

The output feedback Controller has the form

u = Cy

where

 $u = [\delta T \delta e_{ap} \delta a_{ap} \delta r_{ap}]^T$

 $y = [\delta n \ \delta M \ \delta \alpha \ \delta Y \ \delta \phi \ \delta \beta \ \delta p \ \delta q \ \delta r \] \delta \alpha \] \delta \phi \] \delta \phi]^T$

Flight condition: h=10k ft, M=0.8, n=1

(a) Throttle free

```
COLUMNS 1 THRU 6
6.1491D-04 1.9996D+03 1.2553D+01 3.9128D+03 3.0025D-02 7.0112D-02
-2.1757D-02 9.3094D+00 -4.8115D+01 -3.8109D+01 -5.8576D-01 -3.0931D-01
-8.5700D-05 2.7476D-02 -2.5024D-01 -1.2745D-01 5.828BD+01 -9.7112D+01
-3.4216D-06 1.3714D-03 -9.5302D-03 -5.2506D-03 6.1841D-01 3.3190D+00

COLUMNS 7 THRU 12
-3.5007D-02 2.7833D+00 -6.4362D-03 -5.8824D+03 1.8056D-02 3.6150D-03
-3.7222D-01 -2.5667D+01 1.6186D-01 -6.4055D+01 -3.1782D-01 -5.4163D-02 2.3275D+01 -1.5444D-01 2.3048D+01 -2.4475D-01 3.2259D+01 5.4872D+00 8.1391D-01 -7.5431D-03 -4.3978D+00 -1.0375D-02 3.7226D-01 6.3560D-02
```

```
COLUMNS 1 THRU 6

0.0000D+00 0.00
```

Flight Condition: h=10k ft, M=0.8, n=2

(a) Throttle free

```
COLUMNS 1 THRU 6
2.9627D-02 8.1168D+02 -2.8592D-02 -7.8192D-01 -1.3855D-01 -3.8065D-01
-8.2939D-02 -1.7109D+03 -4.3457D+01 -4.2727D+01 -3.0855D+00 -5.8524D-01
-6.9160D-03 -3.0315D+02 5.3834D+00 1.6798D+01 -9.9049D-01 1.2926D+01

COLUMNS 7 THRU 12
-8.1273D-03 -3.1193D-01 6.5570D-02 7.7035D+01 -9.9049D-01 1.2926D+01

COLUMNS 7 THRU 12
-8.1273D-03 -3.1193D-01 6.5570D-02 7.7035D+01 -2.8132D-01 -8.7290D-02
-1.6231D+00 -1.0912D+01 -2.1829D+00 -1.9868D+02 -6.1947D-01 -5.4515D-01
1.7513D+01 7.6861D-02 -3.2354D+00 -1.4266D+01 7.7021D-01 -7.0858D-03
```

(b) Fixed throttle

```
COLUMNS 1 THRU 6 0.0000D+00 0.000
```

Flight Condition: h=10k ft, M=0.8, n=4

(a) Throttle free

```
COLUMNS 1 THRU 6
2.2794D-03 7.1210D+01 4.0241D-01 -1.1510D+00 -6.1276D-02 -2.4384D-01
-4.3918D-02 -9.4806D+02 -4.5341D+01 -8.3475D+00 -1.6230D+01 1.4902D+01
-3.3214D-04 -2.5846D+02 2.8570D+00 5.7110D+01 3.9784D+01 -4.6713D+01
2.0198D-03 -6.1265D+01 1.0238D+00 2.2273D+01 -2.9065D+00 1.5259D+01

COLUMNS 7 THRU 12
9.7857D-03 -8.7439D-02 1.9166D-02 1.8054D+01 -3.3040D-01 -1.2460D-01
-1.7379D-01 -7.5154D+00 -1.8527D+00 -2.8085D+02 7.6036D+00 6.2348D-02
1.6825D+01 2.3431D+00 -3.2140D+00 -7.6799D+01 2.9976D+01 5.1782D-00
-6.3254D-01 2.4454D-01 -3.4999D+00 -2.0067D+01 2.1467D+00 2.4978D-01
```

```
COLUMNS 1 THRU 6
0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00
-2.4866D-01 -4.5480D+03 -1.9039D+02 -1.8448D+02 5.2790D+01 -3.5337D-01
-1.3103D-02 -2.0613D+02 1.2893D+00 1.7878D+01 2.6314D+02 -6.6656D+01
1.9612D-03 -3.6559D+01 1.6883D-01 1.4573D+01 2.4480D+00 8.1336D+00

COLUMNS 7 THRU 12
0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00
2.7615D+01 -1.6666D+02 4.0532D+01 -1.3112D+03 2.1815D+01 3.1686D+00
1.3028D+02 4.3779D+00 -2.2701D+00 -5.5957D+01 1.5131D+02 2.6108D+01
8.0487D-01 -6.8981D-01 -2.305(7-17 -1.2346D+01 3.0843D+00 4.9332D-01
```

(a) Throttle free

-3.002BD-02 1.4232D- -2.4707D-02 3.9892D- -6.226BD-05 1.0190D- -1.5270D-06 3.3189D-	03 -1.4150D+02 00 -1.3192D+02 02 -2.5252D-01	1.2419D+04 2.1845D+01 6.6599D-02 1.8372D-03	1.5656D-01 -2.2288D-01 5.6690D+01 1.0355D+00	2.5076D-01 -3.9225D-01 -1.0369D+02 3.7093D+00
COLUMNS 7 THRU 12				
-3.1757D-02 -9.4699D -1.9513D-01 -2.3818D 2.2984D+01 -1.3557D 1.0205D+00 -4.0981D	01 2.9430D-01 01 2.5598D-01	-1.7748D+04 -1.8270D+02 -4.6193D-01 -1.2099D-02	8.6553D-02 -1.2200D-01 3.1368D-01 6.0750D-01	1.6153D-02 -2.0972D-02 5.3333D-00 1.0334D-01

(b) Fixed throttle

COLUMNS 1 THRU 6 0.0000D+00 0.0000D+00 -1.4623D-01 -3.0862D+03 -3.4606D-04 -7.3324D+00 -8.5753D-06 -1.8118D-01	0.0000D+00 -1.3772D+02 -3.2365D-01 -7.6613D-03	0.0000D+00 -2.5546D+02 -5.9666D-01 -1.4886D-02	0.0000D+00 -2.3182D-01 5.6691D+01 1.0355D+00	0.0000D+00 -3.5661D-01 -1.0369D+02 3.7093D-00
COLUMNS 7 THRU 12 0.0000D+00 0.0000D+00 -1 8998D-01 -2.1146D+01 2.2985D+01 -1.4990D-01 1.0205D+00 -4.2346D-03	0.0000D+00 2.7138D-01 2.5599D+01 -4.4824D+00	0.0000D+00 0.0000D+00 0.0000D+10 0.0000D+00	0.0000D+00 -1 1843D-01 3.1368D-01 6.0749D-01	0.0000D-00 -2.00587-72 5.3334 1.03341-01

Flight Condition: h=20k ft, M=1.0, n=2

(a) Innottle free

```
COLUMNS 1 THRU 6
6.9042D-03 1.9549D+02 1.5364D+00 -8.5917D-01 1.1123D-01 -4.6072D-01
-8.0054D-02 -1.6813D+03 -9.5674D+01 -3.7453D+01 -1.7710D+01 1.1887D+01
-3.1811D-03 -1.9103D+02 7.1812D+00 4.0158D+01 4.1578D+01 -4.8085D+01
7.3580D-04 -2.9358D+01 3.8067D+00 1.8625D+01 -1.0029D+00 1.2088D+01

COLUMNS 7 THRU 12
1.1787D-01 -3.2178D-02 1.3241D-01 1.8588D+01 -1.5842D-01 -5.7223D-02
-1.2003D+01 -1.7947D+01 -8.0714D+00 -2.1281D+02 -7.5076D+00 -1.4183D+00
1.7896D+01 1.8398D+00 -2.7051D+00 -3.4723D+01 2.4838D+01 -1.976D-02
```

(b) Fixed throttle

COLUMNS 1 THRU 6 0.0000D+00 -5.6307D+01 -5.6307D+01 -5.6307D+01 -5.6307D+01 -5.6307D+01 -5.632D+02 -5.832D+02 -5.832D+02 -5.832D+02 -5.832D+02 -7.2034D+00 -7.2034D+00<

Flight Condition: h = 20k ft, M=1.0, n=4

(a) Throttle free

```
COLUMNS 1 THRU 6
-2.9947D-05 3.6599D+00 5.5165D-01 -4.3026D-01 1.0464D-01 -1.4545D-01
-2.4350D-02 -1.6104D+02 -9.3784D+01 -5.3770D+01 9.3674D+00 -2.0784D+01
8.9437D-03 -5.3990D+01 5.8315D+00 6.7524D+01 3.8510D+01 -4.8181D+01
4.1491D-03 -1.8467D+01 5.9942D-01 2.9591D+01 -3.6880D+00 1.6136D+01

COLUMNS 7 THRU 12
1.7035D-02 1.0704D-01 1.9226D-02 1.4165D+00 -3.8941D-02 -1.7625D-02
3.7699D-01 -2.8745D+01 1.1755D+00 -9.7631D+01 4.2783D-01 2.9496D-01
1.6541D+01 1.7075D+00 -3.4304D+00 -2.9706D+01 2.9120D+01 5.0757D+00
-1.9703D+00 -3.2254D-01 -4.4090D+00 -1.1588D+01 9.5902D-01 1.5582D-01
```

(b) Fixed throttle

COLUMNS 0.0000D+00 -6.0133D-02 1.3187D-03 3.5796D-03	1 THRU 6 0.0000D+00 -4.3196D+02 9.5875D+00 -4.9691D-01	0.0000D+00 -1.5452D+02 1.5789D+01 1.9333D+00	0.0000D+00 -1.3945D+02 3.1355D+01 1.9762D+01	0.0000D+00 1.1041D+01 2.5958D+02 3.1445D-01	0.0000D+00 -4.5528D+01 -6.5193D+01 7.3005D+00
COLUMNS 0.0000D+00 3.4082D+00 1.2898D+02 -4.7916D-01	7 THRU 12 0.0000D+00 -1.4477D+02 1.7756D+01 2.1208D+00	0.0000D+00 3.1317D+00 -3.4610D+00 -4.1433D+00	0.0000D+00 -2.7722D+02 9.5732D+00 -1.0696D+00	0.0000D+00 -5.3801D+00 1.4989D+02 1.6873D+00	0.0000D+00 -1.2555D+00 2.5871D+01 2.9084D-01

Flight condition: h = 30k ft, M=1.2, n=1

(a) Throttle free

```
COLUMNS 1 THRU 6
-4.6088D-02 1.6086D+03 -4.0862D+01 7.7420D+03 5.0626D-01 2.2822D-01
-5.7504D-02 -2.4481D+01 -1.9418D+02 5.1413D+01 1.9622D+00 4.4702D-01
-4.0537D-05 1.7568D-02 -2.0662D-01 1.4692D-01 4.2962D+01 -7.5834D+01
-7.3106D-08 1.2564D-04 -2.9104D-04 2.9682D-04 -2.2994D-01 8.0850D+00

COLUMNS 7 THRU 12
2.5531D-01 1.9677D+01 -8.0973D-03 -6.7504D+03 2.9316D-01 5.1002D-02
1.0298D+00 -5.9481D+00 1.6625D-01 -2.3518D+02 1.1180D+00 1.9185D-01
1.6729D+01 -7.8761D-02 1.1728D+01 -3.0407D-01 2.3583D+01 4.0053D+00
6.7563D-01 -1.0035D-03 -5.5422D+00 -7.5542D-04 -4.1457D-02 -4.9060D-03
```

```
COLUMNS 1 THRU 6
0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00
-2.2035D-01 -4.5955D+03 -2.4374D+02 -4.8065D+02 1.4541D+00 -1.1746D-01
-3.9297D-04 -8.2035D+00 -3.9043D-01 -8.4043D-01 7.7573D+01 -9.1042D+01
-9.4818D-06 -1.9769D-01 -9.3204D-03 -2.0343D-02 1.9012D+00 2.6540D+00

COLUMNS 7 THRU 12
0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 7.5137D-01 -1.7241D+01 2.9644D-01 0.0000D+00 8.2581D-01 1.4191D-01
3.4197D+01 -1.5815D-01 2.8032D+01 0.0000D+00 4.3223D+01 7.3793D+00 1.3758D+00 -4.1546D-03 -5.1448D+00 0.0000D+00 1.0546D+00 1.7917D-01
```

Flight Condition: h=30k ft, M=1.2, n=2

(a) Throttle free

-7.9027D-02 -1.92 -2.5690D-03 -2.07	338D+02 2.4550D+00 271D+03 -1.7763D+02 204D+02 9.0405D+00 017D+00 6.6459D+00	3.9364D+01 4.7758D+01	2.7707D+00 -1.1536D+02 4.4819D+01 2.1634D+00	-2.5482D+00 5.3945D+01 -3.8343D+01 7.7438D+00
COLUMNS 7 THRU	3 12			
-8.0765D+01 -1.91 1.8876D+01 1.34	265D-02 1.0172D+00 153D+01 -3.1558D+01 149D+00 -3.4281D+00 374D-01 -1 5152D+00	-4.4553D+02 -5.0063D+01	9.1485D-01 -5.0057D+01 2.6362D+01 3.1590D+00	1.2343D-01 -7.8047D+00 4.3945D+00 2.5665D-01

(b) Fixed throttle

```
COLUMNS 1 THRU 6
0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00
-2.7603D-01 -5.6529D+03 -2.9060D+02 -3.6612D+02 5.2588D+01 -8.8793D+01
-1.0980D-02 -4.1304D+02 3.7056D+00 4.2548D+01 2.1125D+02 -3.8144D+01
-2.3001D-03 -1.2616D+02 1.4133D+00 1.8791D+01 3.0150D+00 9.2470D+00

COLUMNS 7 THRU 12
0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00
1.8824D+01 -9.4044D+01 4.0305D+01 -1.1392D+03 2.0379D+01 3.5850D+00
1.8450D+02 4.1414D+00 -7.5652D+00 -8.7991D+01 1.2094D+02 2.0762D+01
2.2519D+00 -2.2669D+00 -2.0448D-00 -2.9239D+01 3.5012D+00 4.7414D-01
```

Flight Conditions: h=30k ft, M=1.2, n=4

(a) Throttle free

```
COLUMNS 1 THRU 6
4.1769D-04 3.6498D+01 1.4851D+00 -3.4841D+00 2.1042D+00 -1.3394D+00
-6.6101D-02 -1.0172D+03 -2.1118D+02 -1.4182D+02 -1.1462D+01 -7.4184D+01
6.4192D-03 -2.8674D+02 4.5654D+00 1.1561D+02 2.7896D+01 -2.6873D+01
4.5633D-03 -4.2698D+01 4.9646D+00 4.3199D+01 -6.6763D+00 2.0181D+01

COLUMNS 7 THRU 12
6.3631D-01 4.8008D-02 3.3416D-01 1.4069D+01 5.3312D-01 9.1566D-02
-3.1037D+01 -2.6264D+01 1.7762D+00 -4.0761D+02 3.2469D+00 7.1053D+00
1.0313D+01 8.3152D-01 -4.9400D+00 -1.1891D+02 2.7199D+01 4.8492D+00
-2.4702D+00 3.2870D-01 -4.1412D+00 -2.0022D+01 9.2925D-01 -2.3495D-02
```

(b) Fixed throttle

COLUMNS 1 THRU 6

Flight Condition: h=40k ft, m=1.4, n=1

(a) Throttle free

```
COLUMNS 1 THRU 6
-4.0290D-02 1.4738D+03 -7.8132D+01 1.2733D+04 2.5962D+00 4.7039D-01
-3.3645D-02 +3.4998D+01 -2.2104D+02 2.6056D+02 8.6121D+00 1.6425D+00
-2.2849D-05 1.0441D-02 -1.9676D-01 4.0965D-01 4.4062D+01 -5.9481D+01
7.4382D-07 -2.6323D-04 6.3096D-03 -1.3187D-02 -1.5759D+00 1.1276D+01

COLUMNS 7 THRU 12
1.5059D+00 2.1803D+01 1.5995D-01 -7.5485D+03 1.4565D+00 2.4843D-01
4.9056D+00 -1.1218D+00 4.6368D-01 -3.3457D+02 4.7969D+00 8.1530D-01
1.8275D+01 -7.3752D-02 6.8008D+00 -3.9080D-01 2.4078D+01 4.0875D+00
1.2100D-01 1.6192D-03 -7.5773D+00 1.2509D-02 -7.5866D-01 -1.2434D-01
```

(b) Fixed throttle

```
COLUMNS 1 THRU 6
0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 1.7781D-01 -1.0549D+04 -1.9624D+02 -9.2410D+02 1.1114D+01 6.7530D-01 -3.6355D-04 -2.1593D+01 -3.6862D-01 -1.8757D+00 1.0197D+02 -7.4840D+01 -5.8903D-06 -3.4989D-01 -5.9813D-03 -3.0397D-02 2.2552D+00 6.3920D+00  

COLUMNS 7 THRU 12
0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 6.0610D+00 0.0000D+00 0.0000D+00 6.0610D+00 -1.7085D+01 9.1804D-02 0.0000D+00 6.2255D+00 1.0664D+00 4.7744D+01 -1.6607D-01 2.1718D+01 0.0000D+00 5.6830D+01 9.7189D+00 1.7109D+00 -2.6749D-03 -8.6307D+00 0.0000D+00 1.2089D+00 2.0712D-01
```

Flight Condition: h=40k ft, m=1.4, n=2

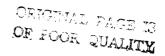
(a) Throttle free

```
COLUMNS 1 THRU 6
6.8518D-03 5.0683D-02 4.0819D+00 -5.6239D+00 3.0230D+00 -1.7841D+00
-4.4551D-02 -2.3251D+03 -1.8765D+02 -7.0742D+01 -5.8678D+01 1.4762D+00
-9.5491D-04 -3.2593D+02 9.9991D+00 7.9025D+01 4.3050D+01 -3.0872D+01
2.1000D-03 -1.5805D+01 9.0181D+00 4.9655D+01 -4.8933D+00 1.5230D+01

COLUMNS 7 THRU 12
-1.3268D-01 7.7201D-01 8.0912D+01 7.3992D-01 7.2793D-02
-6.5057D+01 -1.5583D+01 -1.2903D+01 -4.1372D+02 -2.4749D+01 -1.9782D+00
1.8056D+01 1.2552D+00 -4.8808D+00 -6.2475D+01 2.5905D+01 4.2967D+00
-6.8358D-01 5.6624D-01 -5.3267D+00 -8.8420D+00 6.9321D-01 -3.1452D-01
```

```
COLUMNS 1 THRU 6
0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00
-4.5737D-01 -2.4801D+04 -7.2826D+02 -1.2147D+03 4.2798D+02 -2.8449D+02
-2.7317D-02 -2.0654D+03 -4.2632D+00 8.0166D+01 4.9573D+02 -2.0063D+01
-1.3001D-02 -8.8348D+02 -1.3085D+01 1.1110D+01 1.9376D+01 7.4667D+00

COLUMNS 7 THRU 12
0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00
2.0012D+02 -3.0735D+02 1.5434D+02 -4.0026D+03 1.9950D+02 3.6184D+01
2.55032D+02 7.0155D+00 -8.5866D+00 -3.3909D+02 2.8377D+02 4.8903D+01
1.2102D+01 -1.0560D+01 -6.1567D-01 -1.4738D+02 1.4019D+01 2.1601D+00
```



(a) Throttle free

4.1124D-04 5 -2.3227D-02 -1 4.3573D-03 -3	MRU 6 5 0036D+01 1 1466D+03 3 1217D+02 4 5419D+01	1.5631D+00 -1.6878D+02 1.0447D+00 4.3753D+00	-3.1841D+00 -5.7583D+01 1.4759D+02 7.6267D+01	1.3668D+00 -8.9560D+00 2.6414D+01 -1.0108D+01	-5.9777D-01 -1.7275D+01 -2.7939D+01 2.5654D+01
COLUMNS 7 1	HRU 12				
-3.3450D+01 -1 1.0563D+01 6	.9894D-01	2.0038D-01 -8.9972D+00 -4.0463D+00 -6.4589D+00	1.5471D+01 -3.6314D+02 -1.0337D+02 -1.7890D+01	5.5993D-02 1.6913D+01 2.8584D+01 1.5474D+00	1.5265D-02 1.3191D+01 5.1314D+00 2.1119D-01

(b) Fixed throttle

COLUMNS 0.0000D+00 -7.4833D-02 -3.1778D-03 2.4617D-03	1 THRU E 0.0000D+00 -3.1628D+03 -2.5123D+02 -5.0406D+01	0.0000D+00 -3.0725D+02 -1.0373D+00 -7.3654D-01	0.0000D+00 -2.2405D+02 5.6016D+01 5.1439D+01	0.0000D+00 5.2112D+01 2.9213D+02 -1.3608D+01	0.0000D+00 -4.3588D+01 -4.4807D+01 1.6665D+01
COLUMNS 0.0000D+00 1.7193D+01 1.4775D+02 -6.2548D+00	7 THRU 12 0.0000D+00 -1.2755D+02 6.0470D+00 -3.7364D-01	0.0000D+00 9.9949D+00 -6.7478D+00 -8.0168D+00	0.0000D+00 -1.0546D+03 -8.0806D+01 -1.8416D+01	0.000CD+00 1.3909D+01 1.7152D+02 -2.9529D+00	0.0000D+00 2.5306D+10 2.9610D+01 +5.2277D+01

Flight Condition: h=50k ft, m=1.8, n=1

(a) Throttle free

```
COLUMNS 1 THRU 6
-1.2428D-02 1.4946D+03 -1.7242D+02 1.8657D+04 6.6881D-01 2.9641D-01
-2.5982D-02 -1.2215D+01 -1.7927D+02 -1.7245D+01 8.9805D-01 1.0008D-01
-1.5234D-05 4.5541D-03 -1.6558D-01 6.9925D-02 4.4274D+01 -4.7749D+01
2.6681D-07 1.5175D-05 2.4938D-03 -1.1575D-03 -2.1426D+00 1.2960D+01

COLUMNS 7 THRU 12
3.1504D-01 -1.1959D+01 -7.9929D-02 -8.0056D+03 3.8123D-01 6.6208D-02
4.4714D-01 -1.2251D+01 8.1814D+02 -1.2989D+02 5.1817D-01 8.9977D-02
1.9214D+01 -6.8022D-02 4.8313D+00 -1.4003D-01 2.4148D+01 4.0977D+00
-1.8412D+01 -3.1292D-04 -9.0948D+00 2.1152D-03 -1.0517D+00 -1.7169D-01
```

```
COLUMNS 1 THRU 6

0.0000D+00 0.00
```

Flight Condition: h=50k ft, m=1.8, n=2

(a) Throttle free

```
COLUMNS 1 THRU 6
3.5959D-03 4.6794D+02 3.5335D+00 -1.1105D+01 1.8649D+00 -8.0395D-01
-2.8089D-02 -1.8184D+03 -1.3708D+02 -1.4276D+02 3.3696D+01 -3.5020D+01
-2.7227D-03 -8.1445D+02 8.1206D+00 1.3217D+02 2.2062D+01 -2.0562D+01
-6.3217D-04 -4.5145D+02 7.5518D+00 1.0742D+02 -9.6043D+00 2.2742D+01

COLUMNS 7 THRU 12
4.6028D+01 -3.5162D-01 2.6473D-01 7.7890D+01 1.0763D+01 -1.1116D+01
-1.6152D+01 -6.4189D+00 -2.1512D+00 -3.1546D+02 3.0005D+01 7.0640D+00
-4.0962D+00 6.7878D+01 -7.0306D+00 -8.6670D+01 -1.4925D+00 -7.2027D+01
```

(b) Fixed throttle

0.0000D+00 -6.0982D-02 -3.6150D-03	THRU 6 0.0000D+00 -4.1785D+03 -5.4820D+02 -2.8559D+02	0.0000D+00 -2.5111D+02 -9.6721D-01 4.3810D-01	0.0000D+00 -2.8238D+02 3.8862D+01 3.2729D+01	0.0000D+00 -6.9991D+01 4.1818D+01 -7.6396D+00	0.0000D+00 -7.1699D+01 -4.1017D+01 6.2683D+00
0.0000D+00 -7.2926D+01 1.8956D+01	THRU 12 0.0000D+00 -3.0622D+01 6.3265D-01 -9.5266D-02	0.0000D+00 1.9139D+01 2.6529D+00 -1.8004D+00	0.0000D+00 -7.2199D+02 -9.4700D+01 -5.0892D+01	0.0000D+00 -3.7145D+01 2.4460D+01 -1.3886D-01	0.0000D+00 -5.9716D+01 4.1671D+00 -1.6812T-01

Flight Condition: h=50k ft, m=1.8. n=4

(a) Throttle free

```
COLUMNS 1 THRU 6
-8.7236D-06 3.3564D+01 1.3407D+00 -2.8980D+00 5.8841D-01 -2.1908D-01
-1.4706D-02 -9.3343D+02 -1.4934D+02 -3.1412D+01 3.4538D+01 -2.7494D+02
9.5740D-03 -2.8197D+02 -1.1045D+00 2.3251D+02 1.3507D+01 -2.1212D+01
6.8283D-03 -8.9545D+01 -2.3177D+00 1.4395D+02 -1.5042D+01 3.3745D+01

COLUMNS 7 THRU 12
3.9985D-02 -6.0302D-02 5.0477D-02 1.1111D+01 -1.1816D-01 -8.0972D-03
-7.0423D+00 -1.6189D+00 -5.6683D+00 -3.0429D+02 5.0324D+01 1.7827D+01
5.1013D+00 7.2874D-01 -3.3023D-01 -1.0184D+02 2.4240D+01 4.4423D+00
-4.8778D+00 2.6307D-03 -7.9269D+00 -3.6055D+01 8.3040D-01 4.2546D-01
```

```
COLUMNS 1 THRU 6
0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 1.7721D-02 -9.5730D+02 -1.7563D+02 -9.2676D+01 5.9326D+01 -2.8669D+01 1.0931D-03 -8.2717D+01 -2.1945D+00 4.2145D+01 4.4064D+01 -6.5929D+01 1.2398D-03 -4.0076D+01 -3.3685D+00 3.5458D+01 -7.1816D+00 7.5126D+00 COLUMNS 7 THRU 12
0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 0.0000D+00 8.9326D+00 -1.3331D+01 9.2995D+00 -3.4701D+02 3.1186D+01 8.2989D+00 1.9945D+01 4.7141D-01 6.5710D+00 -2.9380D+01 2.7616D+01 4.7279D+00 -4.1092D-01 -4.0034D-01 -1.8719D+00 -1.5270D+01 -2.1025D+00 -1.6154D-01
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flight test to assignment and two techniques model for eigh	rajectory controll d the minimum errors are used to desi nt different maney	design techniques for lers (FTTCs): Eigen or excitation techni- gn FTTCs for an F-1 evers at thirty diff on of the FTTCs is	structure que. The 5 aircraft erent	
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